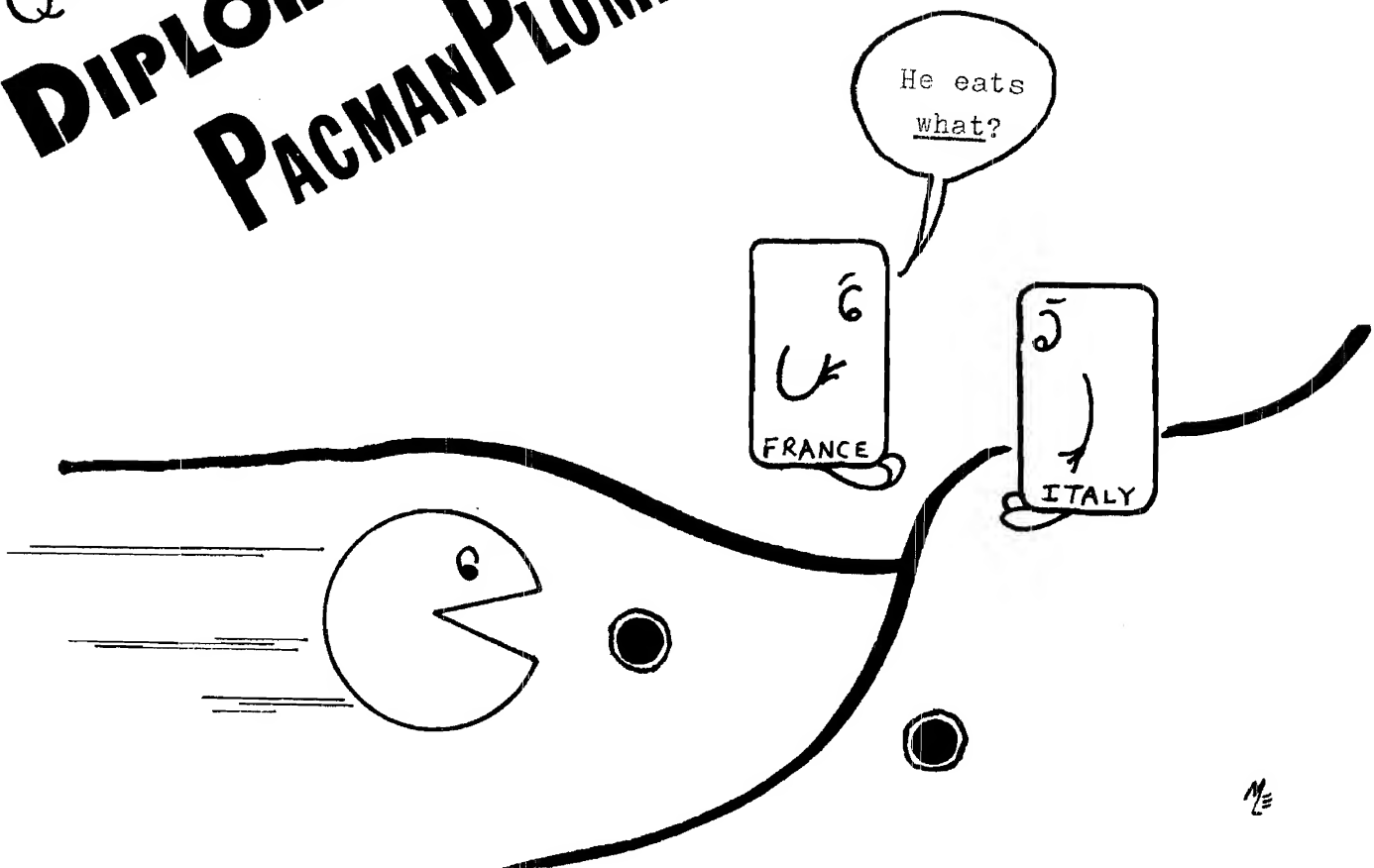


DIPLOMACY WORLD

31 SUMMER 1982 \$2

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Diplomacy World

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Anyone wishing to submit articles or artwork to DIPLOMACY WORLD is encouraged to obtain a copy of our "Writer's Guidelines", available from us for a self-addressed, stamped envelope (SASE). We are not responsible for any unsolicited manuscripts submitted; those not accepted will be returned only if accompanied by SASE with sufficient postage. Payment for articles accepted and published is made upon publication and is currently at a minimal rate of one contributor's copy of that issue. Payment is generally made to subscribers in cash at a minimum rate of 1/10-cent a word and not less than \$2 for material used in any given issue.

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Articles and other materials intended for inclusion for any given issue should reach the Editor not later than the 15th of the month previous to the month of publication. Announcements of future events should reach our office by the 25th of the month preceding the publication month and should relate to events occurring on or after the 15th of the month after the publication month.

This is Pandemonium Publication #757.

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PLAYLIST: Mussorgsky, Boris Godunov; Bach, Mass in B Minor; Berlioz, Damnation of Faust; Mozart, Don Giovanni; Beethoven, Fidelio; Wagner, Parsifal; Verdi, Requiem; Tchaikovsky, Swan Lake; Handel, Messiah; Oldfield, Tubular Bells.

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BACK ISSUES

See page 2 for ##21-30. Some of these exist only in very limited quantities and availability is subject to stocks on hand.

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DEADLINES

Because bulk mail takes (usually) 3-4 weeks for delivery, DIPLOMACY WORLD may reach you after the deadline

for submissions to the next issue. The deadline for each issue is the 15th of the month preceding the month of publication, thus:

#32...15 Aug 82
#33...15 Nov 82
#34...15 Feb 83
#35...15 May 83 and so on.

A copy of our writer's guidelines may be obtained for SASE. Announcements of conventions and other events should reach us by the 25th of the months named above...and should be regarding things which will happen 7 weeks or more after that date.

SUBSCRIPTIONS

Subscriptions and renewals begin with the next scheduled issue after the fee reaches me. Subscription cut-off dates are the 10th of Mar, Jun, Sep, and Dec of each year. Subs and renewals reaching me after any one of those dates will begin with the next quarterly issue, not the one due out that month (unless it has not been mailed yet).

ARTWORK

Cartoons in this issue are by Michael Mills of Suffern NY and Elizabeth Hail of Austin TX. My thanks (and a small check) to both of them. We are still very much in need of a staff artist who can turn out 5-8 good Diplomacy-related cartoons (preferably in different styles) per quarter. Tag lines are not a big issue; the Editors can provide those. The pay is ridiculous (free sub), but let's face it... where else can you sell Diplomacy cartoons, anyway? A lot of the work may be "to order", since the Editors do get some good ideas, but neither of us can draw. (Yes, now you know; the left sides of our brains don't function.) (And anybody who makes a nasty crack about the right sides will be fed to our pet Balrod.) (Worse than Balrog.)

NEWS & REVIEWS

We are still looking for people who would like to gather and transmit local Diplomacy news (clubs, meetings, conts, whatnot) for publication here. We also would like to have relatively brief reviews of Diplomacy 'zines in our files to include in the N&R section when there's room. We really like to have outside contributions. Really. Let us hear from you.

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EDITORIAL

Lawrence Wm. Peery

Last Winter, in DIPLOMACY WORLD #29, I beat the drum for two Diplomacy projects: the "new" DIPLOMACY WORLD and the International Diplomacy Hall of Fame (IDHOF). This Summer I would like to go to bat for two more "new" projects, the DIPLOMACY WORLD Roundtable and the BLACK & BLUE BOOK (BBB).

Under its founder, DW was widely regarded as Diplomacy's flagship publication and we hope it is regaining that position. One major flagship function is to serve as a communications center. That is DW's primary function. Of course, in a hobby like Diplomacy communication takes many forms: face-to-face meetings, telephone calls, letters, magazines, other publications, etc.

The proposal for a DW Roundtable is an attempt at a different kind of communication: a sort of telephone conference call in which the contributors actually get a chance to "take back what they said" and in which everyone gets a chance to listen in. The Roundtable will be an occasional feature of DW. It will feature contributions from a broad cross-section of the hobby's members: publishers, gamesmasters, experienced players, and (I hope) new players as well. The tentative format I have decided on is something like this:

(1) A topic or question will be presented to a guest panel of 5-7 members. (2) Their initial comments, responses, answers, etc., will be returned

to the moderator, who will then circulate them, unedited, to the other members of the panel. (3) Revised comments, answers, etc., will be edited, if needed, usually only for reasons of length, and then published in the Roundtable.

Members of the hobby will be invited to submit their own comments and reactions in the form of letters, and a selection of these would appear in a follow-up issue. The Roundtable concept is nothing new, in or out of Diplomacy. Years ago I published something similar, "The Open Forum", in the old XENOGOGIC, although I can't recall it carrying any purely Diplomacy topics. So I have had some experience with this kind of project. Most of you have seen such programs as "Meet the Press" or listened to the "Singer's Roundtable" on the Metropolitan Opera broadcasts. There are four key ingredients to a successful roundtable: Good questions or topics, high quality contributors, skillful editing, and audience feedback.

The Roundtable is designed to encourage discussion and will not shy away from debate on controversial topics, but it is not intended to be a vehicle for crusades, vendettas, or feuding. That I will not tolerate. I will not allow the Roundtable to degenerate into personalities. It is a forum for issues of substantive

importance. I already have several subjects for possible Roundtable discussions, including: "Command, Control, and Communication in Diplomacy" and "A Diplomacy Publisher's Code of Ethics". But I am looking for other suggestions for future Roundtables and for volunteers to serve on them. If you are interested or have any ideas, let me know (P.O. Box 8416, San Diego CA 92102).

In his book The Complete Book of Wargames, Jon Freeman says, "The game (Diplomacy) does, however, suffer from two major difficulties: the number of players required and the time it takes to play." PBM Dippy has taken care of the second problem: could anything be slower than postal Diplomacy? The first problem is rarely a matter of over-supply; usually the opposite is true. Finding enough players is the biggest single difficulty for FTF players. For years a dependable solution has eluded us. Now, perhaps, we can finally see light at the end of the tunnel.

There have been previous attempts to locate and identify Dippy players for their mutual benefit. But these have usually been one-shot efforts, incomplete, or directed toward either PBM or FTF players. None of them has been completely successful. Now, as a companion to Mike Mills' ZINE DIRECTORY, I am developing the BLACK & BLUE BOOK (BBB). The first edition of the BBB contains the names, addresses, and telephone numbers of some 200 individuals, publications, and organizations playing or serving Diplomacy in California. I hope in future editions to see the BBB cover all of North America.

This would obviously be a tremendous asset to all of us. Imagine a single volume containing basic information on all the hobby's players, PBM and FTF. But such a project is beyond the ability of one individual to publish and keep updated, unless that is all they want to do in the hobby. To be successful, such a project must have the active support of the hobby's publishers. Their cooperation in providing information and publicizing the BBB is vital to making it as comprehensive as possible. I am asking for just that kind of support. Further details will appear in the July XENOGOGIC, a copy of which will be sent to all North American publishers.

So, now we have the DW Roundtable and the BBB. Both of these are

projects designed to help the hobby in a practical way and, at the same time, give those who would like to be more active in the hobby a chance to participate in its work without assuming the burden of publishing a 'zine or running a game. I believe these are important opportunities and I urge you to take advantage of them, or other opportunities as they become available. For too long Diplomacy has had to depend on the efforts of a few over-extended individuals.

After our previous organizational experiences as a hobby, which usually treated group activities as super-Diplomacy games, we need to relearn how to work together, talk together, and play together--as individuals, not as organizations--to counteract the game's inherent divisive tendencies. The DW Roundtable and the BBB project will help do that. We have to learn how to put the game aside when we work together for the common good of the hobby. We have to keep reminding ourselves that we can't run the hobby the same way we play the game. Until we learn that lesson, there will be no real Diplomacy Community.

TWO TO GET

'ZINE DIRECTORY '82...\$1 from Mike Mills, 47 Mayer Dr., Suffern NY 10901. Digest-sized, 28 pages. Has separate sections for 'zines...U.S., Canadian, European, Service & Organizational. Lists publisher's name/address/phone, basic facts about the 'zine, longevity, fees, description. This is an essential guide to the hobby. This would be inexpensive at twice the price, for the amount of information it delivers.

BLACK AND BLUE BOOK...\$3 from Larry Peery, Box 8416, San Diego CA 92102. Digest-sized, 40 pages plus insert. Provides authoritative and up-to-date coverage of the California Diplomacy scene. Includes articles, 13 pages of player listings, plus other listings. This is the beginning of a statewide network of communicating Diplomacy players which has been talked about, off and on, since at least 1976. If you are a Diplomacy player in (or near) California, you would do well to obtain this publication

And DIPLOMACY WORLD would like to congratulate Mike and Larry on jobs of research, collation, and publication well done. These are outstanding.

GUEST EDITORIAL

Before You Lower the BOOM

Mark L. Berch

Conflict and controversy have been an integral part of the Postal Diplomacy Hobby almost from the very start. By and large, this has contributed a great deal to the hobby. The changes made in the 1971 Rulebook were largely a product of extensive debates in the mid and late 60s over flaws in the 1961 Rulebook. Arguments have raged over how strict a GM should be; the relative merits of Florida, California, Texas, and Wisconsin oranges; scoring systems for Tournaments; the Vietnam War; "Strong Second" versus "Win Only" playing styles; and dozens of other topics. These have added a vital liveliness to dipzines, and have created interactions between people beyond just playing games.

But all too often, these discussions have taken a nasty turn. Criticism becomes destructive, language becomes vituperative, and such bad feelings are generated that people have quit the hobby in disgust. This seems to happen much more often in the hobby than in the "real" world. Why? I have some perspective on this, both as a dispenser and a recipient of criticism. On occasion I have tried to mediate, to undo some of the damage that occurs when arguments have turned very sour. And in reading through hundreds of old 'zines in my archives, I've observed many arguments flare up, some constructive, some destructive. I've come to the conclusion that there are certain dynamics which are responsible for a great deal of unnecessary hard feelings.

1. The Unspoken Difference. We are all familiar with the give and take of spoken criticism in the "real world". Frequently, people assume that this process works pretty much the same in the printed world of the hobby. There are, however, important differences, and when people ignore them, or are unaware of them, they usually run into trouble.

The first is the repetition factor. If you say something once, it hangs in the air for a fraction of a second, and then it's gone. It exists only in memory. But if you say it in print, it just sits there staring at everyone.

Each time the target picks up your comments, he sees those same words, aimed at him again. And again. And again.

Written sentences are often more ambiguous than spoken ones. In speech, the tone of voice, which words are emphasized, and facial and body gestures all can turn something intrinsically ambiguous into something fairly clear. But in writing, we have only punctuation and under-scoring...a much more limited type of vocabulary and often ambiguous in its own right.

Third is the size of the audience. Most spoken criticism occurs when the speaker is one-on-one with the target, or in a small group. Criticism in a 'zine is akin to standing in front of a room or auditorium full of people. And that room may contain "reporters" (other 'zine pubbers) to spread the word further. In conversation, the target is likely to know most or all of those hearing the criticism, and can address them directly if need be. But criticism in a 'zine reaches a lot of "strangers".

Perhaps most important of all is the ability to react immediately to feedback. Suppose you say something, and you see the target is, perhaps unexpectedly, taking it very poorly. You have a number of options you can deploy immediately. You can take it back right away, before he has a chance to get really mad. You can defend it, explaining what you mean. You can claim you misspoke. You can modify it. You can make a joke out of it. You can belittle it (e.g., "Yes, and not only are you a fool, but I'm a bigger fool!") You can rephrase it. In short, in speech, you have a variety of ways of immediately reshaping what you've just said to take into consideration how the target has reacted, if you so desire. Not so with print. Once it's out, it's immutable. Any action from you is a month or so off, far too long to modify what you've said

effectively, in most cases.

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There are other differences, but these are the ones which, so far as I can see, get people into the most trouble when they assume that spoken and written criticisms operate the same. The bottom line here is that written criticism requires much more care in how it is worded.

2. "All Rules Are Off!" We all know how we want to be criticized. We naturally want to receive a copy promptly, so we know what is being said about us, regardless of whether we want to respond. We want the accuser to avoid abusive language. And we want the right to reply in that 'zine. Yet, all too often, when A attacks B, A gets so mad at B, or decides that B's behavior is so despicable, that he decides that B is not entitled to the protection of some or all of these rules. Time and time again, I have seen publishers say that certain people are not entitled to copies of an attack (because it "won't do any good" or some such rationalization), or use the kind of language that they would resent being used against them.

3. Penchant for Paraphrase. In my opinion (which I'll admit is not universally shared) the best way to begin a criticism of someone's position is to quote exactly what it is they have said on the topic. Yet, more often than not, people resort to paraphrase. The great majority of paraphrasings I've seen involve significant changes. I'm sure in most cases the changes are not deliberate. But it is all too easy to read into what was written something beyond what was really said: the implication that you think is obvious, but he didn't actually say; the premise that he surely must have "assumed". If you want to point out the implications, or the hidden premises of what was said, fine, but label them as such--don't paraphrase things so as to make it sound as if he actually said those things. Other times, people paraphrase things to simplify what was said. But such a simplification often erases a distinction which was very important--even though it may, in your opinion, but a distinction without a difference. And people, when they paraphrase, often add an edge, a sharpness, to the comment. They turn a criticism of a person's ideas into a criticism of the person

himself. Although paraphrasing is quite common, the dangers in doing this should not be minimized. I can say that personally, nothing irritates me more than opening a Dipzine and finding attributed to myself a position I've never taken.

4. The Private Contact. If a dispute is not public, the decision to "go public" is not one to be made lightly. In most cases, a vigorous attempt should be made to resolve the issue privately. Public discussion tends to harden people's positions, as few want to be seen publically backing down. This is a particular problem for publishers themselves. They are in a sense cursed by their easy access to the public. They can dash off an angry editorial and --whammo-- 50 or 100 people hear about it in 3 days. The distinction between a private letter and one's 'zine tends to blur for publishers, since the 'zine is often used in place of personal letters. But if you are actually trying to change someone's mind about something (as opposed to making a public defense of something you've done, or as opposed to trying to expose somebody's malfeasance), the private letter has a much better chance than a public one.

5. Write Not in Anger. There is an old Chinese proverb: "Never write a letter when you are angry." Many people do not believe this, and believe that the white heat of anger is the best time to write. In this way, the recipient will get their "true" feelings. This is usually true. But it ignores the fact that for most people, when the blood is pounding, they just aren't going to be as cogent. In this condition, you are going to overstate the case, or use language so harsh as to be counterproductive, and the only "solution" you are likely to present is one where the other guy capitulates completely. In such a state you are unlikely to be able to leaven your arguments with any humor (except the most sardonic or bitter). What you say is going to reflect more how you reacted to what he said than what he actually did say. So before you respond, wait a few hours or even days. This point is also applicable to game correspondence.

There are of course hard feelings
(Continued on p. 38)

Please Stand By

by Elkin C. O'G. Darrow

Normally a Diplomacy game should proceed smoothly from beginning to end. We should expect that at the end of the game the surviving Great Powers are played by the same persons who played them at the beginning. This is not true in most postal games. The real-time length of postal play makes it necessary for many players to resign or drop-out. When this happens the Gamesmaster must choose between disrupting the game by leaving the position in civil disorder or finding a new player for the abandoned position. Most Gamesmasters will choose the latter course. This fact creates a great opportunity for beginning players particularly, as well as for those who enjoy playing in many games at once or with interesting positions. In most hobby publications, individuals may enter games-in-progress as "replacement players".

Most persons presently in postal play know the procedure. A Gamesmaster will maintain a list of "stand-by" players who are willing to assume abandoned positions in on-going games. If a player fails to submit orders for a given season, a stand-by player is requested to send orders for the next. If the same player again fails to send orders, the stand-by's are used and he becomes the new player for that Great Power. Similarly if a player resigns a stand-by player is made the new player for that Great Power.

It can be argued that the entrance of a new personality into a game can also be disruptive. He may choose to completely switch his country's foreign policy and attack former allies. It is similarly argued that a position in a game belongs to the original player and that he may do as he chooses with it, including placing it in civil disorder.

Although the right of the original player is acknowledged, we must conclude that once his country is in civil disorder he has lost all interest in it. It is true that if he were not replaced he could later re-enter the game and submit orders for his remaining units. This has actually happened in a

few rare instances but in general an abandoned position remains that way until its last unit is eliminated.

If a country in civil disorder has only one or two units, it's not considered disruptive by many Gamesmasters. Some will not replace a defaulting player unless he has a certain minimum number of units. But it's a fact that in many games even a single unit may play a crucial role in determining the outcome of a game. It's therefore less disruptive to the game if every country which goes into civil disorder is given to a replacement player.

Some players who have acted as stand-bies in the past have said that they do not wish to play small "hopeless" positions. It's true that such positions can be hopeless and therefore frustrating to a player who spends time and postage trying to salvage it. Larger positions may be seen as offering more interest and challenge because they offer more hope. But the stand-by player takes his chances. Some abandoned positions are quite large. Some are even very close to victory. Most are however very small because discouragement with the situation plays a large part in drop-outs and resignations. Even a very small position can be salvaged. It has been done in the past. It's true that some very small positions have come to be under replacement players who have then gone on to victory or a draw. These positions are admittedly rare. And some positions will appear hopeless and turn out to not be.

Experienced and less-experienced players alike can derive benefit and enjoyment from acting as replacement players. This is an inexpensive way of playing in a large number of games. Most Gamesmasters charge stand-by and replacement players only the cost of a subscription. A few feel the service rendered is so valuable they will send copies of their 'zines free to active replacement players.

The experienced player should be especially sensitive to the challenge

presented by game positions abandoned by others. Diplomatic skills can be sharpened by the struggle to re-forge shaky alliances and recover military strength and momentum. It is important to know how to salvage a deteriorating situation.

The less-experienced play-by-mail player will find replacement positions invaluable. I have already mentioned sharpening diplomatic skills. The newer player will also find himself able to experience mid-game and end-game situations which he would otherwise not be in until he has been in the hobby for a year or more. This is a great advantage.

This advantage is not completely tangible. It's gaining a sort of knowledge which can only be gained by experience. Many articles have been written about openings and the play of the early game. Aspects of the later game such as the highly important stalemate lines have been discussed in many articles. But success in the later game cannot be based on tactics or strategies alone. Winning often depends on knowing the right things to do or say, and the right times to do or say them. This knowledge is primarily a product of experience and experience is gained through playing in many games.

Many replacement players participate in the game as if they believe they are only place-holders. This is most true if the position is a small one. The replacements frequently conduct little diplomacy and adopt conservative "survival" tactics. I have never felt that mere survival is a valid goal in this game. The game of Diplomacy is played best when every player attempts to win the game himself and to deny victory to every other player. The challenge for the newly-entered replacement player can be no less than that. It's not an impossible goal. If it's deemed unlikely by the replacement when he enters the game, then the challenge is that much greater. A great challenge should provoke greater interest. And it should provoke a stronger response. It should not provoke apathy and automaton-like move-making. This is the time to put all one's diplomatic and tactical skills on the line and see what may be done with a situation others may regard as hopeless.

There are ways a replacement player may increase his potential in the game. It is imperative to review the last several seasons of the game. The orders and press releases should be closely scrutinized for what they will reveal about alliances and negotiations.

Once the replacement is thoroughly familiar with the game situation, he should immediately conduct an aggressive letter-writing campaign. The object will be to convince the other players that he is an active part of their game and that they should negotiate with him.

It has never been my feeling that a replacement player is bound by past alliances and agreements. But I also do not feel that the promises of the previous player should be lightly thrown-over. Keeping already-made agreements is the path of least resistance. This easy path may also prove to be a sell-out of the player's position. The replacement player must be ready to examine his predecessor's alliances and other pacts and to readily abandon those which do not serve his interests.

I have said that a replacement player should not act as a conservative place-holder. My intent is to state the opposite. A replacement player should be daring and aggressive. By the time a game is in its later stages a player may feel he has invested much time and money on it. He may not wish to overly jeopardize his position by taking risks. Yet few victories are achieved without risk. The replacement player has no such investment. If he might otherwise feel inhibited he not be squeamish here. I do not say that risks should be rash. Diplomacy is the art of calculated risks and the replacement player can more easily "afford" to take them.

Replacement players: be bold. Be resolute. A single unit can be a fortress. A pair of units can be an attack force. Not every taken-over position will inevitably lead to victory. But even a lost game will help sharpen diplomatic skills.

Therefore I commend to all Diplomacy players the replacement position. Standing-by for abandoned positions will greatly aid players as well as Gamesmasters.

VARIANTS

LEW PULSIPHER

WHERE TO BUY THEM

There is one professionally printed variants book, Diplomacy Games and Variants, by Lewis Pulsipher (London: Strategy Games Ltd., 1978). It is available, postpaid, for \$5.50 from Gamescience, 01956 Pass Rd., Gulfport MS 30501 or (in England) £2.45 from Games Centre, 22 Oxford St., London W1A 4XF. It is rarely to be found in shops. It includes three 11"x16" maps plus rules for Colonization, 1939, Struggle for Hegemony in Europe 1689-1815, Song of the Night, and others.

The Science Fiction and Fantasy Variants Package is a hobby publication available (postpaid) for \$3 from Lewis Pulsipher, 700 Morreene Rd., Apt. C-11, Durham NC 27705. Includes 3 Middle-earth variants, Barsoom, The Dying Earth, Hyborian Age II, and several others. There are 9 maps, most of them usable with the larger wooden pieces.

The North American Variant Bank is the repository for variants in Canada and the U.S. NAVB-West is the Bank's archive and has a collection of about 500 such games. ARDA 7 (\$1.25 from Rod Walker, 1273 Crest Dr., Encinitas CA 92024) lists 430 games of which players can order copies; updates appear in ARDA 8 and 9. Canadians may order from NAVB-North, John Leeder, 605 NW 15th St., Calgary, Alberta, Canada T2N 2B1, using the ARDA catalogue. D.W. 23 has a list of some variants available from NAVB-East (Fred Davis, Jr., 1427 Clairidge Ave., Baltimore MD 21207). D.W. 25 lists several variants available directly from Lew Pulsipher (address above). Most issues of DIPLOMACY WORLD contain variants.

A more complete version of this information column appears in DW 29, and a brief history of variants, by Fred Davis, appears in DW 27 (with some follow-on letters in #28).

The following variants have all been designed by Martin Janta-Polczynski, a Belgian variant fan of Polish ancestry. All have been published in Europe some years ago and one, Diplomatic Diplomacy, appeared in BUSHWACKER in 1976. The others are here published in North America for the first time.

TREACHERY

1. This variation of the game of Diplomacy (1971 ed.), which I dedicate to Michel Diesnard, pioneer of Diplomacy in Belgium, has the same rules as the regular game, except that with each season each player may send one "treacherous order", i.e., an order for a unit of another power. This order is followed in lieu of the original order it received (suppose the commanding general has passed over to the enemy). The Gamesmaster does not reveal which are the treacherous orders nor where they came from. In case a unit receives two or more different treacherous orders from other powers, these orders are not followed and the "legal" order remains unaffected.

2. Example: Spring 1901. Instead of the standard stand-off

ENGLAND: F Lon-Eng

FRANCE: F Bre-Eng

we could have

ENGLAND: F Lon S FRENCH F Bre-Eng

FRANCE: F Bre S ENGLISH F Lon-Eng resulting in another "stand-off" since neither supported unit was so ordered.

3. The interesting part of "Treachery" is that you may argue with your good ally that your stab was not in fact a stab, but the treachery of a third party. Or you may cause "over-good" allies to fall out.

4. Another version, called "Weak Treachery", permits the sending of treacherous orders to a power only after it has less units than every other remaining power, and permanently thereafter. There is no treachery in 1901, thus, nor possibly during the whole game.

//One can also envision a third version, "Strong Treachery".... ..RW//

ERRATA DIPLOMACY

1. Before each Winter season (for the first time prior to Spring 1901), the Gamesmaster assigns a Great Power to each player by lot.

2. After each Fall, every player

gets:

- 2.1. For every new supply center occupied by the Power he/she played that year: 2 points (1 point in 1901).
- 2.2. For every supply center lost by his Power, -1 point.
3. The game ends when 1 (or 2) Power has been eliminated. The player with the most points wins.
4. Though it is still useful to cooperate with your allies, the circumstances under which you could do so will vary dramatically. This variant should teach us to cope with our rapidly changing world.

DIPLOMATIC

DIPLOMACY

- A. This variant of Diplomacy is played in 3 seasons per year (Spring, Fall, Winter).
- B. The only special rule is that if a unit of any Power occupies a new supply center, other Powers are allowed not to give diplomatic recognition to this fact.
- C. For such non-recognition to be effective:
 - Ca. The Powers not recognizing the new ownership must be a majority of the Powers playing (i.e., 4 out of 7 or 6, 3 out of 5 or 4, 2 out of 3).
 - Cb. These Powers must own a majority of the supply centers (13 at least in the regular game).
 - Cc. They must all send their "non-recognition" orders the Winter following the capture of the new center in question and repeat their orders each Winter as long as they wish to see the non-recognition effective (the composition of the non-recognizing Powers may vary, so long as they retain the double majority).
- D. As long as a non-recognition is effective, the Power affected may not own the supply center in question, nor build for it, although he may occupy it militarily.
- E. The purpose of this variant is to test the resolution of players to engage in "international" diplomacy, to work out a sort of "Société des Nations" and not restrict themselves to diplomacy by 2s and 3s.

AIR DIPLOMACY //

1. Wings:

- 1.1. This variant of Diplomacy follows the regular rules, but introduces a new type of (air) unit, the Wing.
- 1.2. A Wing may only stay on a land space together with any one unit (A or F) of the same Power (no two Wings together; a Wing cannot exist by itself at the end of a season).

2. Orders:

- 2.1. Wings may be ordered to move by convoy, as if they were armies; the space of destination must be occupied by a unit (A or F) of the same Power at the end of the season; or
- 2.2. support another unit: in the same space, in any adjacent space, or any space adjacent to an adjacent space. Support may be given over a body of water or over Switzerland. Support of Wings is never cut, and supports of different Wings never interfere with one another.
- 2.3. The "move" order is not allowed for Wings. Thus Wings may never occupy supply centers.

3. Retreats:

- 3.1. Wings must retreat when the units they are with are dislodged, or have left the spaces they are in without replacement. Just's Right-Hand Rule is used if no suitable retreat order was given. If no suitable retreat space exists, the Wing is disbanded.
- 3.2. Wings may also retreat voluntarily to a suitable space. This compensates for the inability to "move" normally.
- 3.3. In practice a player gives his retreat options in priority, underlining those which are voluntary.
- 3.4. Example: ITALY: W Ven R-Tri, Trl, Rom, Apu. If a retreat to Tri or Trl is possible, it would be done in any case; Tri first if possible. If the Wing must retreat, and cannot go to Tri or Trl, it will go to Rom or Apu (Rome first if possible); if neither were possible, it could retreat to Pie or Tus. If no adjacent space is available (none of them is occupied by an A or F of the same Power), the Wing would be disbanded.

4. Raising Wings: Several alternatives could be envisaged here.

- 4.1. The normal option for the regular game is the following:
 - * Central Powers (Austria, Germany, Italy) raise 1 Wing in Winter

(Continued on p. 20)

STARS & ANCHORS OR WOODEN BLOCKS:

SOME ALTERNATIVES

When Avalon Hill ceased using the traditional wooden blocks for Diplomacy's armies and fleets around the middle of 1981, almost all of the game's players were unhappy. Replacing the standard pieces after twenty years of use was seen by many as almost in the same league as altering the shape of Chess pieces. Besides having the aura of tradition, the blocks also performed the useful function of indicating support orders by being placed in a different posture. Some people played with their armies standing up, and laid the blocks on their sides to indicate supports; some played in the reverse mode. Neither method was ever declared "official", but both served. This cannot easily be done with the stars and anchors included in today's sets.

It was inevitable that people would begin looking around for substitutes for the wooden blocks. For the past several months, I have been collecting various suggestions to pass on to the Diplomacy hobby. This information should be of special interest to the newer players, who have only the star-and-anchor sets.

Very early the Creative Publications Catalog was brought to my attention. This firm makes school equipment for Grades K-12. There are several different packages of wooden and plastic cubes available. A batch of 100 unpainted wooden 1-cm. cubes, Catalog No. A.30060, is available for \$4. A set of 100 larger wooden cubes, with 2-cm. sides, is available in both plain and 6-color packages. The unpainted cubes, Cat. No. 36620, cost \$8. The painted cubes, Cat. No. 36622, cost \$8.75. They come in red, purple, blue, green, yellow, and orange; the first 5 of which can be used to represent A, E, F, I, and T, respectively. The orange cubes should probably be held for spares and variants. The plain blocks could be used as is for Russian pieces, and some of them could be painted black for German units.

by Fred C. Davis, Jr.

There are also packages of 1-cm. plastic cubes in 10 colors, including black and white, selling in a package of 500 for \$15 (Cat. No. 36610). These are interlocking, so Fleets could be made quickly by snapping 3 together. The standard Fleet pieces are exactly 3 cm. long.

In addition, unpainted sticks 10 cm. long and 1 cm. square are available @ \$9 for 50 sticks. These could be cut to make 3 Fleets each, if you don't mind painting them yourself.

Theoretically, Creative Publications sells only to schools and teachers, but they'd probably respond to a neatly written request for a new Catalog. Their address is: P.O. Box 10328, Palo Alto CA 94303. You should obtain a Catalog before ordering anything by mail, as each one contains an order blank. Also, there is a mailing and handling charge on top of the prices quoted here, which you should obtain from the most current Catalog, since this may change from time to time. You could also check school supply stores to see if they carry these or other wooden blocks in stock. The school supply store near me said they'd be glad to special order the cubes for me if I wished to order through them.

If two or more people could order together, you could save money. By ordering one package each of the unpainted and colored 2-cm. blocks and the 1-cm. snap-together cubes, for a total of \$31.75, plus mailing, you would have enough material for two full Diplomacy sets, with plenty of pieces left over for spares or variants. You can assume that with 6 colors, there would be at least 16 cubes of each color in the colored-block package. To this you add 16 plain cubes for Russian armies, and 16 black-painted cubes for Germany, saving the odd-colored cubes for variants. For mass production, you'd need only one set of the unpainted 2-cm. cubes for each three sets of colored ones.

Montessori blocks could also be used for Diplomacy pieces. The 3-cm. Montessori block is a perfect size for a Fleet. The 2-cm. blocks, when stood upright, could pass for Armies. However, all Montessori blocks of the same length are the same color, so you'd have to do a lot of repainting. I also doubt that you could order only the 2- and 3-cm. blocks, and full sets (of all sizes) are expensive. If you happen to have access to such blocks, it's something to think about. You could always cut the longer pieces to the right size, of course.

Don Dorcy, owner of Dorcy Models in Chicago, has made some lead castings of World War I battleships and tanks, which he informs me could be used as Diplomacy pieces. The battleship, which appears to be a model of Dreadnought herself, is just a few millimeters longer than the standard Fleet. The tank is a "female", meaning it carries only machine guns instead of a cannon. It is 7/8" or 21 mm. long.

Dorcy Models will sell these pieces, unpainted, in batches of 4 of the same piece @ \$1 per batch. However, there will be a flat fee of \$1 on each order for shipping and handling. Obviously, this means that if you are interested, you should order a large number of pieces at one time. I had calculated that the minimum you could get by with for a full order would be the usual 8 Armies for each country, plus 8 Fleets for England, 4 Fleets for each of the other 6 Powers, and 4 extra unpainted Fleets for spares. In other words, 14 batches of Armies and 9 batches of Fleets, for a total cost of \$23 plus \$1 for handling. This may sound expensive, but if you are handy at painting models, you'd have a good-looking set. You could always order more than the minimum number of Fleet pieces, if you feel

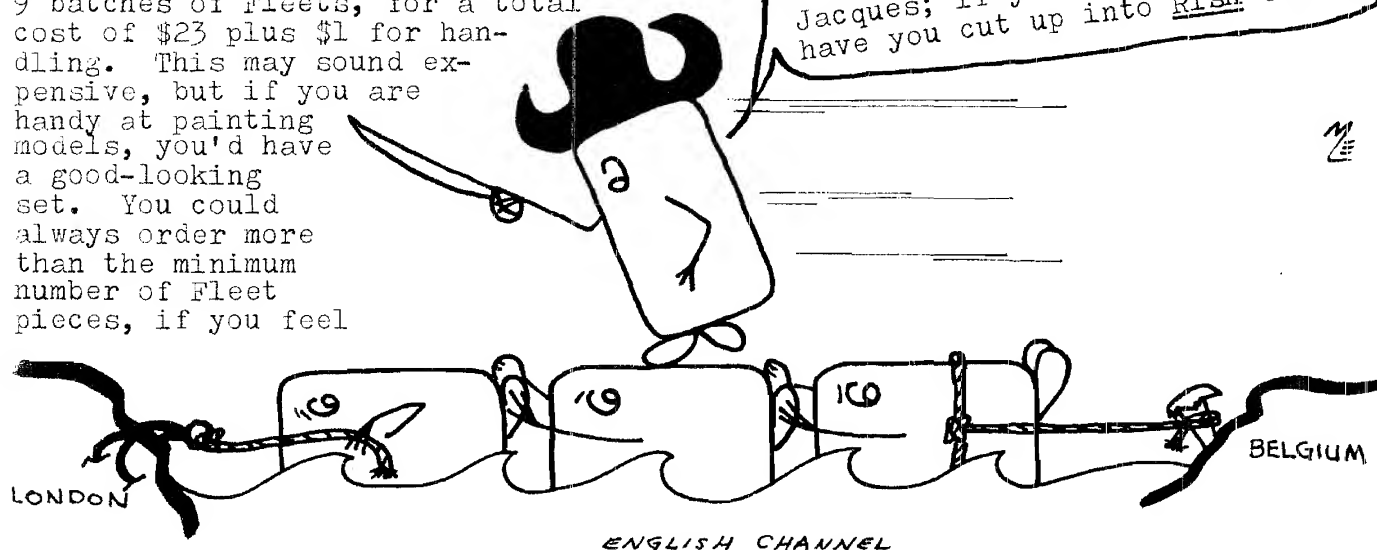
that 9 batches are not enough.

Dan has also stated that if there were sufficient interest, he might make a casting of "a pre-dreadnought that would be more in the right time period". He was also thinking of making a little block of marching infantrymen, about 3/4"x1"x1", in lieu of the tank. If you're interested, send your orders to: Dorcy Models, 1841 S. Halsted St., Chicago IL 60608. Mention that you're a Diplomacy player and order so many batches of "Armies" and of "Fleets", and he'll understand what you want.

The really good news is that Waddington's House of Games in Toronto, Canada, still makes old-fashioned Diplomacy sets, with wooden blocks and the original map. However, these cannot be ordered from the United States, since Avalon Hill has exclusive sales rights within the country. They can be ordered through Ronald J. Brown, publisher of SNAFU!. The cost will be \$22 (US), payable in advance. His address: R.R. #1, Low, Quebec, CANADA JOX 2C0. Allow at least 6 weeks for delivery, as the mails between the U.S. and Canada run slow and Ron will probably wish to accumulate orders and mail several sets at once.

Waddington's also sells the wooden blocks separately, at \$5 per set, but only by mail order to their home office. We're still trying to find out what a "set" is, and how long they take to fill an order. As soon as

I don't care if you are seasick Jacques; if you let go now, I'll have you cut up into Risk cubes!



these facts are known, they will be reported here. It would make economic sense simply to order the blocks to go with your present Diplomacy sets. Even if a "set" turns out to be only a half-order of 56 pieces instead of the full 112, it may be worthwhile, since this would permit you to start a game with the traditional pieces, and only use the stars and anchors for the extra units as the game progresses. If you want to take a chance now, without knowing precisely how many blocks you'd be getting, you may send Ron Brown a check for \$5 (US) for a set.

If you are positive that you will be attending DipCon XV in Baltimore in July, you can ask Ron to deliver your Canadian set or blocks to you there, as he plans to drive down to attend the convention. In this case, it will be up to you to locate Ron at DipCon and identify yourself. We hope to have an announcement, and perhaps a display of a Canadian set and an order of blocks, at the signup table for the Tournament. We hope Ron will be right there with his sack of goodies. There is a limit on just how many sets Ron could bring along, so it's a matter of first come-first served on this service.

Another party was planning to manufacture wooden blocks in several sizes, including the sizes used for Diplomacy Armies and Fleets, as replacement parts. Unfortunately, his plans have had to be postponed for at least another 9 months due to circumstances beyond his control. We will let you know about this enterprise if and when it gets off the ground.

If anyone else decides to manufacture wooden blocks inside the U.S., there are two points he must keep in mind in order to avoid any conflict with the Avalon Hill copyright.

1. It must be an amateur, hobby-oriented operation. Advertising should be limited to the hobby press and the various Diplomacy tournaments.

2. You should offer the parts not merely as Diplomacy pieces, but also as replacements for Risk, Monopoly, and other board games. It is advisable to describe the pieces not as Fleets and Armies, but by their dimensions (i.e., $1\frac{1}{4}$ " long, $3/8$ " wide, and $1/4$ " high; and $1/2$ " x $1/2$ " x $5/4$ ").

For something different, you could consider the British Diplomacy sets. These have quaint flat barge shapes for Fleets, and rather squat shells or bullets for Armies, all made out of a low-quality plastic material. English units are pink, and Russian ones are lavender. Again, the rule against importation into the U.S. applies, but if you have an English friend or plan to take a trip to Britain, you might want to look into this. The British manufacturer is: Philmar, Ltd., Dace Rd., London E3 2NH, ENGLAND.

And here's a last-minute flash. Avalon Hill still has a small supply of the "wooden" (actually a plastic substitute) blocks for sale @ \$10 a set (plus the usual 10% postage and handling). This consists of all 112 pieces. If you hurry you can get some before they're gone forever. One bit of advice. The Italian units look so much like French pieces that you'll probably want to take some Testor's paint and repaint them a more positive shade of green.

One way or another, I believe that those people who are really involved in the Diplomacy hobby will manage to retain the tradition of using wooden blocks in their FTF games, even if they joined the fun after the new sets came on the market. Where there's a will there's a way.

//Some quick additional comments. First, the new plastic pieces still have some problem in distinguishing French from Italian units, so the original difficulty is not completely resolved. The stars and anchors can be laid down or stood on edge, but this does not create much of a difference when viewed from any distance.

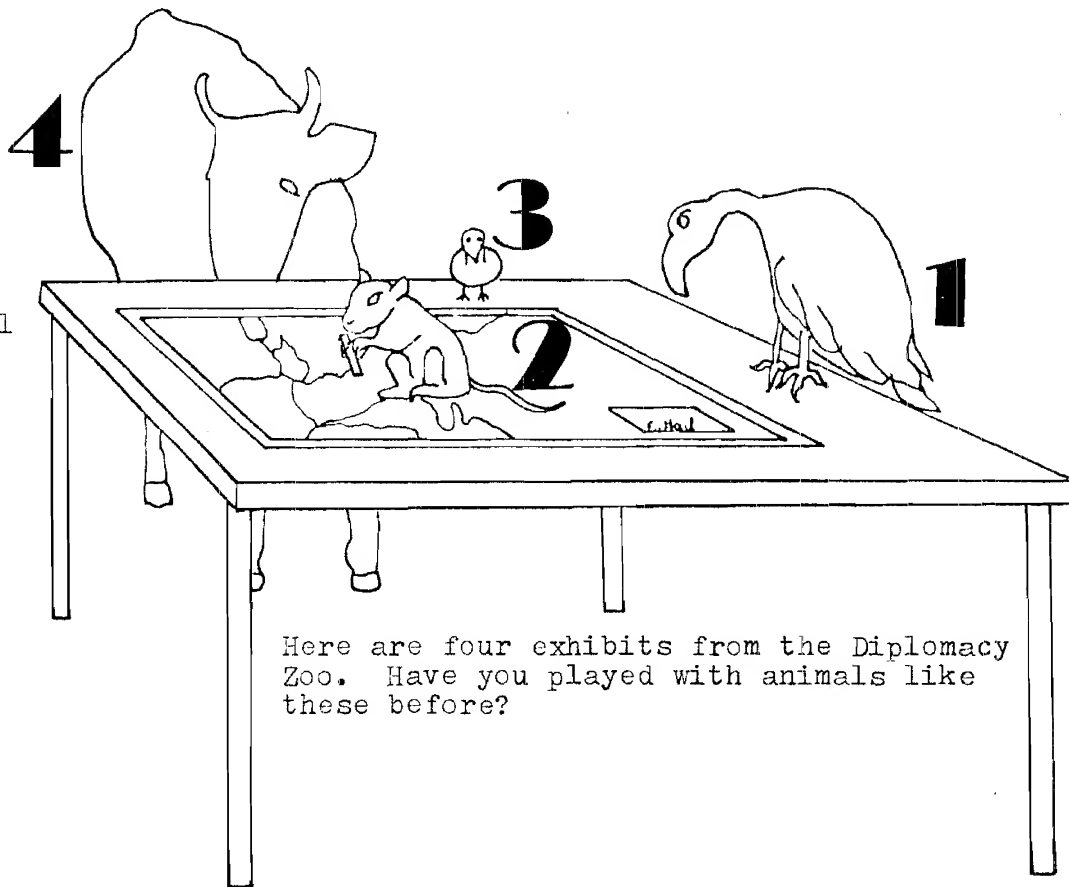
//Please remember that advertising that you have (privately manufactured) "Diplomacy pieces", per se, for sale is a clear violation of Avalon Hill's rights...unfair as well as illegal. The best tack to take is to make clear that your pieces are in no way "official" and are intended only as substitutes or replacements for those provided by the manufacturer.

//Meanwhile, if you wish AH to go back to blocks, a letter telling them so would not be amiss. ...RW//

THE DIPLOMACY ZOO

Text by
Guy Hail

Art by
Elizabeth Hail



Here are four exhibits from the Diplomacy Zoo. Have you played with animals like these before?

1. THE INVARIANT VULTURE.

The Vulture is a player who makes his mind up about whom to attack. After that, he will not change his mind no matter what the circumstances or what agreement you offer. He regards any attempt at negotiation or friendship to be part of a strategy for counter-attack.

2. THE RAPACIOUS RODENT.

The Rodent is a player who regards those weaker than himself as little more than neutrals such as Serbia. Instead of allying with the weak against the strong, he always allies with the strong against the weak. This almost always results in a drawn game. The Rodent also regards any attempt at neutralizing an area unworkable because he believes no player can be trusted to act as promised, even if the agreement is to the other player's advantage.

3. THE WEAK-WILLED WARBLER.

The Warbler is a player who, when attacked, promptly hands over his entire country to your enemies in an attempt to promote discord even if he will no longer be in the game. He will only defend against you, even though others threaten him.

4. ELSIE COUGHLAN.

Elsie is the pet (or mascot, or whatever) of Gary Coughlan, editor of EUROPA EXPRESS. She doesn't play Diplomacy and just dropped by to watch the others. //Probably the best policy with these turkeys. ...RW//

That can't be all to the Zoo... there must be all sorts of interesting fauna in the hobby. We would like to see perhaps other collections of Dip-beasties. They should be both true and humorous (which in this hobby, ain't hard a-tall).

THE ITALIAN WINS:

A COMPREHENSIVE LOOK AT WINNING WITH A LOSER ... by Mark L. Berch

Italy has had far fewer wins than any other country in postal play. Thus, to the extent that winning is the point of the game, Italy can be considered the most difficult country to play. Probably in response to this, there have been more articles written on the play of Italy than any other country, including some of the most exotic openings imaginable.

I propose a somewhat different approach here: An examination of the games Italy actually won, to see what lessons can be drawn, both for Italy and for other countries. To do this, I examined all Italian wins in North American games reported through EVERYTHING #51. The only ones excluded were games labeled as "irregular" due to GM-ing improprieties. This gave a total of 73 games, more than enough to draw some significant conclusions.

Of these games, 82% were won by the original players. The argument is sometimes made against the use of replacement players that it is unfair to credit someone with a win when he hasn't played each and every season. However, at least for Italy, this doesn't occur that often.

TABLE 1: DISTRIBUTION OF YEAR-OF-WIN

1905 - 2	1909 - 8	1913 - 8
1906 - 3	1910 - 15	1914 - 3
1907 - 4	1911 - 4	1915 - 5
1908 - 5	1912 - 8	1916 - 2
(1917, 1919, 1921, 1922, 1923, 1928: one each; the median is very late in 1910.)		

A few people, including Walt Buchanan, John Smythe, and myself, have won twice with Italy...and I understand that a game not yet recorded in EVERYTHING will bring Kathy Byrne to 3 wins with Italy, an astonishing feat.

Next, let's have a look at how Italian winners do in their first three years. For these numbers to have any meaning, they must be compared to other Italies. I define a "decent draw" as a 2-, 3-, or 4-way draw. There were 107 of those. And for comparison, I selected 107 games at random where Italy neither won nor drew.

TABLE 2: CENTERS HELD IN OPENING GAME (Ave.: Average; M: Median)

Year	WINS		DEC. DRAW		LOSS	
	Ave.	M	Ave.	M	Ave.	M
1901	4.44	4	4.24	4	4.02	4
1902	5.38	5	4.98	5	4.32	4
1903	6.70	7	5.98	6	4.15	4

The 1901 results are instructive. Wins and draws are not distinguished yet. What is interesting is the percentage of games in which the player got at least 5: Wins, 40%; Draws, 32%; Losses, 18%. All too many Italian players start with the attitude that to do well, they've got to pick up a second build in 1901. And since Austria is the best bet for an extra build, they tend to shut off other lines of thinking. This is not true. Well over half the winners had only 3 or 4 centers after 1901, and 2/3 of the decent drawers similarly did not reach 5. As for the losers, their problem was a larger number of 3s: 17. While some of these doubtless arose from a betrayal in Greece, I suspect there were many move failures here, so the figure for decently played Italian losers is probably higher than 4.02.

In Winter 1902, the Italian player can start to make some evaluations on his position. The winners have added 0.94 of a supply center, the drawers not quite keeping up with 0.74, and the losers lagging seriously (though curiously, they too grow in 1902). The difference between winners and drawers is not quite significant yet. The question to ask yourself is whether you have reached 5 centers. If you have, you can still consider yourself on the winner's track (but just barely if you have 5; the median for winners falls quite close to the 5-6 border). If you have 4, your situation is not yet hopeless for a win: 28% of the winners had 3 or 4 in 1902; 33% of the drawers also. But (particularly if you want to win) your situation is serious--you cannot shrug it off by just saying that you're off to a bit of a slow start. You should in 1903 be prepared to take sizeable risks, diplomatic and/or tactical, because in fact you don't have

a great deal to lose. Given a choice between a plan which guarantees 5 in 1903, or a risky plan for 6, unless the rest of the board looks quite favorable to you -- go for the latter, because you must start catching up.

In 1903 we can see significant separation between the three tracks. Only 44% of the winners have 6 or fewer centers, while 66% of the drawers do. Only 29% of the winners are at 5 or fewer. So a player who moves from 4 to 5 centers in 1903 is only marking time. The difference between winners and drawers is not all that striking as of 1903, but it is visible (by contrast, the difference between winners and drawers for Austria doesn't appear until at least 1904--see D.W. #16).

So much for the opening game. The midgame would be too much work; so let's have a look at the endgame, and see where Italy's 18 centers came from:

TABLE 3: CENTERS IN ITALIAN WINS

Cen	%	UK	LY	VC	Cen	%	UK	LY	VC
Nap	100	100	0	0	Sev	56	60	11	4.57
Ven	100	100	0	0	Mun	41	33	2	.67
Rom	100	100	0	0	Bre	35	47	1	.25
Tun	100	100	0	0	Mos	32	53	6	2.95
Gre	94	100	1	.25	Par	29	33	1	.33
Tri	91	94	2	1.25	Lon	26	13	2	.67
Ser	88	100	2	.45	Bel	18	33	0	0
Bul	85	87	2	.53	Lpl	18	20	0	0
Mar	85	87	3	1.83	War	18	67	1	.50
Bud	82	80	3	1.17	Edi	15	13	2	.58
Con	82	87	2	.67	StP	12	7	2	.83
Spa	82	87	6	3.20	Kie	12	7	1	.25
Vie	79	80	3	.78	Ber	12	20	0	0
Smy	79	87	2	.58	Hol	6	7	1	1.00
Rum	71	87	5	1.45	Den	6	8	2	.83
Ank	68	73	5	1.70	Nwy	3	0	0	0
Por	62	60	2	.45	Swe	0	0	0	0

In the first column is the name of the center, followed by the percentage of games in which that center was held at game's end. To get these, I used 28 games in which Italy had exactly 18 centers, 3 17-center games, and 3 19-center games, for a total of 34 games. The "UK" (British) figures came from Pete Birks' compilation in GREATEST HITS #93. His methodology was somewhat different. He had 15 games: but in games where Italy did not reach 18, he added additional centers when it "has been made clear what those centers will be". This slightly dubious method may have been used to give enough games for a decent analysis. The numbers

can't be exactly compared, because while the North American games of course average 18, the British games average 19.1, so their percentages for centers below 100% tend to be higher. LY, or Last Year, indicates the number of times that the center was seized in the final year. VC, or Victory Center, is a more sophisticated method of measuring the same thing. If only one center was captured in the last year, then that one obviously gave the victory, so it got the whole point. But if N centers were taken in the last year, each one gets only 1/N point, as each contributed only a fraction of the victory center. For LY and VC, only 18-center Italies were used (28 games).

One striking thing about the North American percentages is the all-or-nothing character of them. Of the 34 centers, 17 (half) are either held almost always (88% or more) or quite seldom (15% or less). Indeed, if a "swing center" is one held at least one game in three, but not more than two games in three, only Bre, Mun, Sev, and Por qualify.

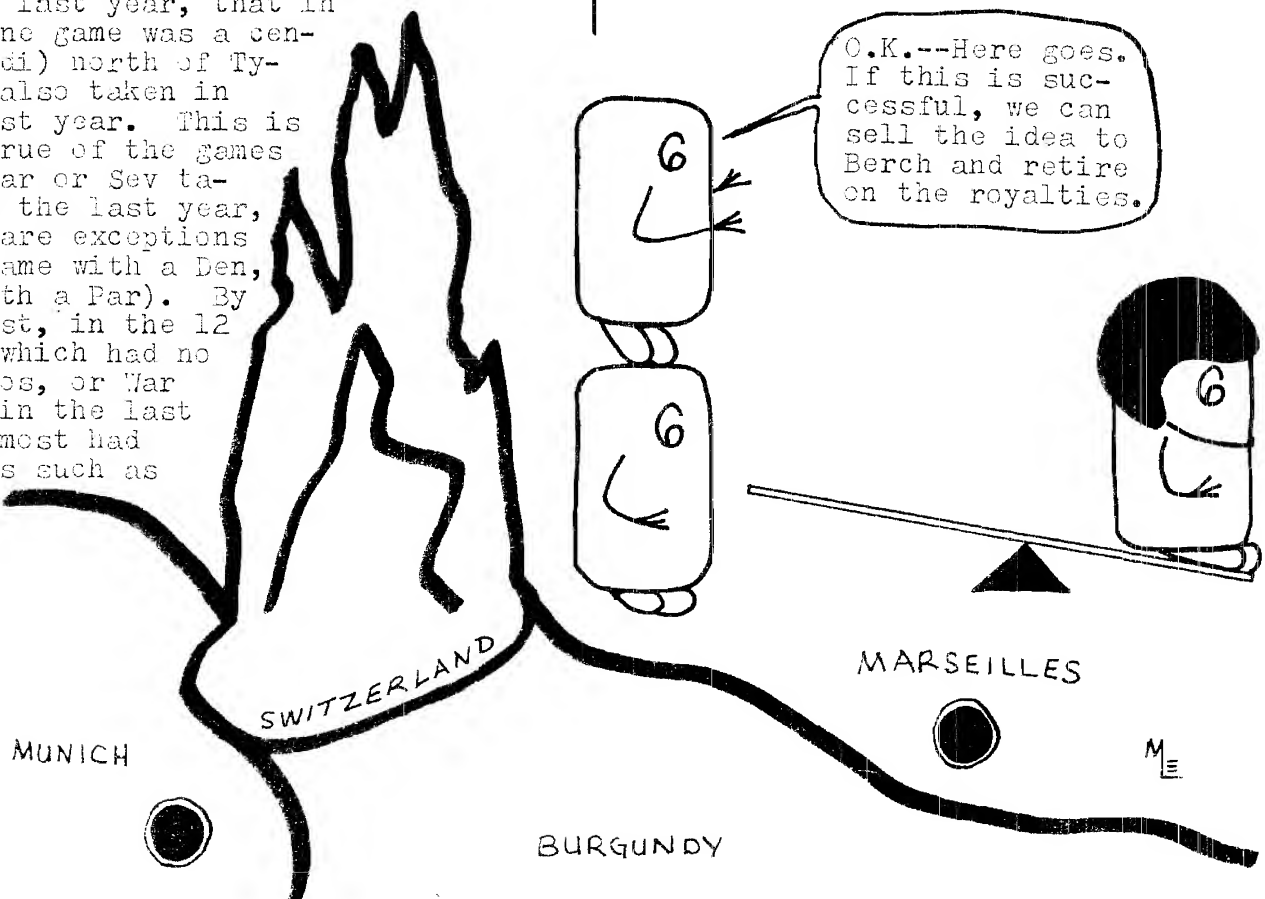
By comparing North American and British results, we can get some differences between the two styles of play. Excluding those 4 centers for which the N.A. figures are 100%, the British figures average almost 5 percentage points higher than the N.A., so make a mental correction. There are several noticeable differences. First, the British figures show a much higher occupation of the Russian heartland of Mos-War, especially War: the difference is dramatic. The areas where the N.A. figures are higher are somewhat more diffuse. The main one seems to be the greater occupation of the less accessible English home centers of Lon/Edi; particularly Lon, which was taken in one game in four. Together, these two factors would indicate that NA players tend to be more fleet oriented, whereas British tend to be more army oriented. The other area in which NA figures are significantly higher is in Mun. To the extent that Mun can be considered as a western center, this again shows a more western orientation for NA players. Another, fainter, indication of this trend is the other pair of German home centers. Ber and Kie are held equally in NA, but in

Britain the more easterly, Ser, was taken more often. Note also the difference in the figures for Rum. Of course, there are limits to the usefulness of this comparison, since the British used a different methodology and only 15 games.

Next let's turn to the LY and VC figures. The most striking feature here is the considerable importance of Sev. Sev was taken in the last year in 39% of the wins. The importance of Sev goes even beyond that. Note that Mos, though only taken in 1/3 of the games, was taken in the last year in 6 out of 23 18-center games. But in order to get to Mos, you usually must take Sev first, since War is so seldom taken. Indeed, in those 6 games in which Mos was taken in the last year, only once was Sev also taken in that last year (that was in 72BR, in which Walt Buchanan took 5 centers in 1905 for the Italian win). So Sev is critical not only in its own right, but also as a key to taking Mos. Mos will often be needed in those games in which Italy has not penetrated well into the Northwest. It's interesting to note, in those 6 games in which Mos was taken in the last year, that in only one game was a center (Edi) north of Tyrolia also taken in the last year. This is also true of the games with War or Sev taken in the last year, with rare exceptions (one game with a Den, one with a Par). By contrast, in the 12 games which had no Sev, Mos, or War taken in the last year, most had centers such as

Lon or Bre taken in the final year. This reflects in part the limitations of the scope of the Italian fleet. Seizing the Black Sea and Nth or Lon (e.g.) is simply too much. This shows the importance to Italy of the number of enemy fleets on the Black Sea littoral. If there are too many in the midgame, Italy is going to have a very tough time taking Sev. Either Russia will defend the accesses to Sev or (less likely) Turkey will try to make a stand there. The other thing it might reflect is that Italy can use his armies to hold and secure Mun only at the expense of using them against Russia.

In the west, note the high values for Spa, as compared to Mar, even though both are taken about the same number of times. Mar is nearly always taken before Spa, although in some respects Spa is easier to take. Note also that Por, admittedly not taken quite so often as Spa, has much lower LY/VC values, indicating that Por, when taken, is almost always taken before Spa. Por, of course is a great help in taking Spa, and is usually seized by slipping in rather than a big battle.



A final curiosity is Den. It was taken only twice, both times in the last year --and I assure you this fact has zilch significance.

Finally, let's have a look at how other countries fare when Italy wins. For this, I used the 73 wins, less those games in which Italy ended up with either fewer than 16 or more than 20 centers. I figured that those games with Italy ending so strong or so weak would deform the numbers for the other countries, so 10 games were excluded.

TABLE 4: ALL GAMES

COUNTRY	AVE.	U.K.	SURV.	1ST OUT
Austria	1.35	0.33	24%	26½
England	3.56	4.33	56%	7
France	4.00	3.06	62%	10
Germany	2.89	3.06	56%	7
Russia	3.22	2.13	68%	2½
Turkey	0.71	0.40	19%	10

TABLE 5: WHEN SURVIVING

COUNTRY	AVE.	MED.	2ND	STRONG	2ND
Austria	5.67	4	6	3	
England	6.40	5	17	8	
France	6.46	5	16½	12	
Germany	5.20	4	9	4	
Russia	4.72	3	12½	7	
Turkey	3.75	3/4	2	0	

In Table 4 the first figure is the average supply center count at game's end. The British figures (next column) are again biased by the methodology; add about 0.4 to each for comparison. Next comes the survival rate and, finally, the number of times that country was the first eliminated from the game (in case of tie, the point was split).

In Table 5, we look only at those games in which the country survived. The columns are: Average supply centers held at game's end; median centers at game's end; # of times the country came in 2nd; # of times it was a "strong 2nd" (which I defined arbitrarily as 10 or more centers).

The first country one notices is Austria naturally, surviving only one game in four, and the first out in 42% of all Italian wins. This is about what one would expect. However, what was a major surprise to me was the horrendous showing of Turkey--much worse than Austria's. Turkey's average supply center count is only half Austria's ...and even when Turkey survives, he

is well behind Austria's average survival. The best Turkey did in 12 survivals was 8 centers, and only in 4 games did he do better than 4 centers. (To be fair, Turkey did reach 13 in one game, 1970AO, but Italy had 21 in that one so it wasn't counted.) This difference between Austria and Turkey is not seen at all in the British figures. Turkey's statistics are about the same there as in N.A., but Austria did noticeably better here. Indeed, it's interesting to see that while Austria is usually eliminated, when he is not, his showing is quite respectable: ahead of Germany and Russia.

At the top end, overall, is France, which is again surprising since one would expect all of Italy's neighbors to be clobbered. I suspect that this reflects the longstanding strength of the ITA/FRA alliance. Italy turns near the end of the game to grab some French centers, but this is often only a slice off a rather big pie. Note the very large number of strong seconds for France. Indeed, at the rarified level of 13+ centers, France had five games on record--as many as her next two competitors combined. It's all quite remarkable. I'm sure that when France's other neighbors (ENG and GER) win, France does not fare nearly so well.

Next in success is England, the country whose home centers are the most difficult for Italy to reach. It's interesting to note that in Britain, the order is very much reversed--their stats show England doing much better than France.

The Russian figures may at a first glance seem odd, doing better than Germany in Table 4 but worse in Table 5. What is happening is that Russia has a huge number of games in which he ends up with 1-3 centers: 23 games. That's about as many as France and Germany (his closest competitors in this category) combined. Much of the time in these games, Russia is holed up in Scandinavia (including StP), where Italy can't reach him, or perhaps hanging on in Ber/War. The result of all those 1-3 center Russias is a superb survival rate, but the average holding when he survives is thus quite low--only 1 center above Turkey. This image of powerful Russia barely hanging on (and perhaps puppeting) during a victory by lowly Italy is so whimsical that I

(Continued on p. 38)

(Continued from p. 29)

JIHAD POLL

(In case anyone is wondering why the above style of lettering always looks so crumby, let me tell you. This is from a sheet of transfer letters from Chartpak. It flakes, doesn't line up right, and does not always transfer evenly or promptly. If you use transfer lettering, this is a brand to avoid. But I'm too cheap to throw it away. So....)

Anyway, Glenn Overby of JIHAD has finally reported the results of the Freshman Class of 1981 Poll. This is a poll to vote for the best new 'zines of 1981...on a scale of 1-10, I believe. Omitting subzines, here are 11 winners. (Columns: ##, rank; Rating, average point score; VT, # of votes case.)

<u>##</u>	<u>Rating</u>	<u>VT</u>	<u>'ZINE NAME</u>
1	8.24	34	EUROPA EXPRESS
2	8.18	22	SLEEPLESS KNIGHTS
3	7.08	13	THE SCHEMLER
4	7.00	23	IRKSOME!
	7.00	6	TACKY
6	6.50	28	GIVE ME A WEAPON
7	6.47	17	PARANOIACS' MONTHLY
8	6.33	30	DOT HAPPY
9	6.14	22	COAT OF ARMS
10	5.90	20	ANDUIN
11	5.80	20	GREAT WAR IN MODERN MEM.

NEWS & REVIEWS

(Continued from p. 33)

the rest of us would say in 50. XENOGOGIC is an old hobby institution, dating from 1967, although it looks a lot different in this modern incarnation. Vol. XV #2 has to be read to be believed (if then). Don't miss Walter Cronkite Jr.'s interview of the infamous Barbara Wa-Wa. Also articles by Gary Coughlan, Doug Beyerlein, and (is there anybody he doesn't write for?) Mark Berch. And there is also...that ...cover.... ...RW

m Remember, if you are starting up a new Dipzine, we will give you a notice in DIPLOMACY WORLD...the traditional "first issue" plug. Send us your first issue (or two) and we'll talk about it in the N&R column.

n EMPIRES is a new 'zine put out by Ralph Montonaro, 2 Lockout Rd., Greenville RI 02828. The first issue is nicely printed and has a good

(Continued from p. 11)

1900 and 1 Wing in Winter 1902.

* The other Powers raise 1 Wing in Winter 1901 and 1 Wing in Winter 1903.

* A Power acquiring a 7th, and then an 11th, center may build one more Wing the following Winter.

4.2. Wings are raised in any owned home center.

5. Victory Criterion:

5.1. One can use the standard victory criterion (majority of centers), or:

5.2. Supremacist Criterion: Ownership of 4 centers more than the next largest Power.

6. Bombardments (Optional): Wings can be ordered to bombard in the same spaces in which they could support.

6.1. Option 1: Airfields bombarded. If 3 or more Wings bombard a space where another Wing is stationed, they destroy it; they do not, however, prevent it from accomplishing its order for the same season.

6.2. Option 2: Cities bombarded. If 3 Wings bombard a supply center, it is rendered unable to supply for 1 year; 4 Wings, 2 years; 5 Wings, 3 years; etc.

6.3. Options 1 and 2 may be combined.

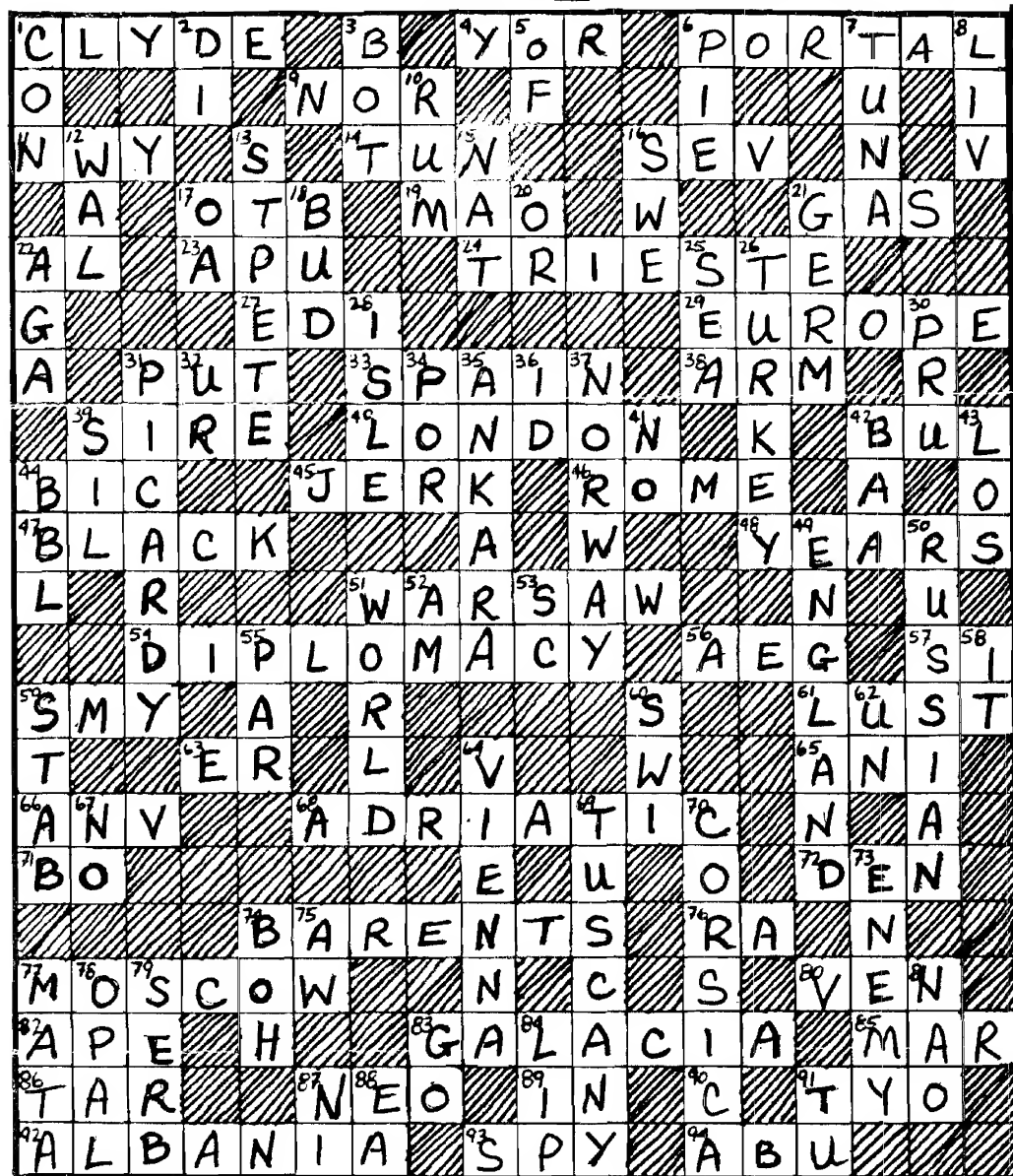
6.4. Example: 2 French and 2 English Wings bombard Munich in 1904; no unit may be supplied by Munich in 1904 or 1905. Munich is listed among the centers of the owning Power as:

Mun (1906)

1906 being the year it can resume supplying (a new bombardment before 1906 would have no effect). If a Wing had been located in Munich at the start of 1904, it would also be destroyed.

deal of interesting material. There are articles (short) on the play of Florence in Machiavelli and on Zen and Diplomacy, as well as on Kung-Fu and Machiavelli. EMPIRES offers to run almost any game, including a Dip variant I've not yet seen, "Reds". Gamefees and other info can be found in our "Postal Game Openings" section. According to a note from Ralph, a current offering of a computerized space war game is also available. This one you should only look into as a ready source for game openings.

DIPLOMACY CROSS



The Diplomacy CrossWord appeared in D.W. #29, with some corrections in #30. A year's sub to D.W. was offered for the first complete solution or for the most nearly complete soluteion received.

The original Cross-Word was submitted by Bill Becker, and was amended almost beyond recognition by the Editor (who added all the nasty bits).

We are pleased to report that nobody got it all right... not even the Mensa entries. It was just as nasty as we thought it was.

The winner is Ruth Glaspey of Michigan, who got all but 8 items...very good, Ruth! Your sub is extended a year. An honorable mention should go to Steve Hutton

of Ontario, who missed only 11. Also to Bill Becker, who made a great effort to solve his own (but transmogrified) puzzle, missing only 9 items. My thanks also to Fred Davis and Mike Ehli for sending entries.

Happily, there was no single entry which everyone missed. The worst, I suppose, was 22 Down, which most put as "Ali". There was no way to crossword the "Q", alas. If this entry had made any difference in winning or losing, I would not have counted it; but it didn't. I believe most people will see how we got our definitions, now that they see the actual entries. We will pause now 10 minutes to allow for groaning and assorted cursing of the Editor. Some items may still be giving people fits. Let's cover a few possibilities.

66Across: Army of Northern Virginia, of course. **63Across:** Elizabeth Regina is what Shakespeare would have seen on the royal plate. **57Across:** The "Old Lady" is from Leonard Bernstein's Candide; the reference is to her song, "I Am So Easily Assimilated". **17Across:** Since only two spaces border Portugal, a unit dislodged from there by definition has no place to retreat...thus, "otb".

17Down: o.u. is an obscure German abbreviation: oder ähnliches; this was a case of finding the definition after I had the word.

D. W. DEMO GAME

1980AY

GAMESMASTER: ERIC VERHEIDEN
COMMENTARY: DON DITTER

//Note: Reporting of the game in D.W. uses the EREHWON system of notation. See #29, p. 17, for a complete explanation of annotations.//

SPRING 1910

ENGLAND (Bernard Sampson): F Bar S A Nwy, A Nwy S GERMAN F Swe, F Lon-Nth.

FRANCE (Bob Sergeant): A Bur S GERMAN A Ruh-Mun /nso/. F Spa(sc) S F Mar, F Wes-Lyo S by F Mar (F Wes r-Mid), F Tun H S by F Naf.

GERMANY (Lee Kendter, Sr.): F Swe S ENGLISH A Nwy, F Den S F Swe, A Kie H S by A Ruh (A Kie r-Hol).

ITALY (Hal Norman): F Lpl-Nat.

RUSSIA (Mark Berch): F StP(nc)-Nwy, A Fin-Swe, A Mos-StP S by A Lvn, A Pru-Kie C by F Bal and S by A Ber & A Mun, A Trl S A Mun, A War-Sil.

TURKEY (Peter Reese): F Tyn-Wes S by F Lyo, F Pie & F Tus S F Lyo, F Ion-Tun, A Sil-Boh, A Alb-Tri, A Ven H.

Commentary: Once again the French/German orders were not particularly inspired and once again Russia/Turkey have outguessed France/Germany and have made substantial tactical gains. It must be very frustrating for FRA/GER to be outguessed and outplayed so many times on both fronts.

In the South I would have tried F Tun-Wes S by F Naf, F Wes-Tyn, F Spa(sc) S F Mar. These moves can be beaten only by the unlikely orders F Tyn-Tun S by F Ion.

In the North I feel F Swe-Bal S by F Den is superior. This will hold onto Kie, while losing Swe--F Bal will be extremely difficult to dislodge, as it will be some time before Russia has another southern fleet. The non-move of FRA A Bur again shows great lack of coordination between FRA/GER. A Bur-Mun would have saved Kie.

For the Fall, F Wes can be used to "guarantee" the fall of Mar. This is a strong play for RUS/TUR--for once

Mar falls, it will be very difficult for France to retake it. In the North, it's still a guessing game--will Russia protect Kie or attack Swe with F Bal?

FALL 1910

ENGLAND: F Bar S A Nwy, A Nwy S GERMAN F Swe /otm/, F Nth-Bel. Owns: Edi, Lon, Nwy, Bel (4). Build 1.

FRANCE: A Bur-Mun, F Mar-Spa(sc) /d/, F Spa(sc)-Lyo, F Mid-Wes S by F Naf, F Tun-Tyn. Owns: Bre, ~~Mar~~, Par, Spa, Por, ~~Tun~~ (4). Disband 1 (1 /d/, 1910).

GERMANY: F Den-Kie S by A Hol & A Ruh, F Swe-Den. Owns: Kie, Hol, Den, Swe, ~~Bel~~ (4). No change (1 short, 1909).

ITALY: F Nat S TURKISH F Mid-Wes /nsu/. Owns: Lpl, Con (2). No place to build 1.

RUSSIA: F StP(nc)-Nwy, A Mos-StP S by A Lvn, F Bal-Den S by A Kie (A Kie /d/), A Sil-Pru, A Mun-Bur, A Trl-Mun, A Fin-Swe, A Ber S A Kie. Owns: Mos, StP, Sev, War, Tri, Bud, Vie, Rum, Ber, Mun (10). Build 1 (1 /d/, 1910).

TURKEY: F Lyo-Mar S by F Pie, F Tus-Lyo, F Wes-Spa(sc) /d/, F Ion-Tun, A Ven-Rom, A Tri-Ven, A Boh S RUSSIAN F Trl-Mun. Owns: Ank, Smy, Gre, Ser, Ven, Rom, Nap, Bul, Mar, Tun (10). Build 2 (no place to build 3--1 /d/, 1910).

Commentary: Well, it is RUS/TUR's turn to submit tactically poor orders, as FRA/GER annihilated two advanced RUS/TUR units. The appropriate move for Turkey is F Ion H. He must allow a retreat space for F Wes. By not moving to Tyn or Tun with F Ion, one of those spaces would be available for a retreat if F Wes is dislodged. The annihilation of an advanced fleet can only slow down the Southern push, as it will take at least two game-years to replace it. However, the French loss of Mar and Tun will be very painful and overall Turkey has a better position this Fall than he had in 1910.

Russia should have ordered A Fin-Swe S by F Bal. This, along with the usual moves to Nwy and StP would have

guaranteed that Swe or Kie would be Russian at the end of 1911. As ordered, Russia gains nothing and Germany stays at four.

The English capture of Bel is two game-years late and could be a poor choice at this point. Now if Germany loses a supply center, he must remove a unit...a removal that will really hurt the Northern defenses. If the new English build is used to battle the Italian unit, it is effectively wasted.

The FRA/GER defenses are very thin; the stalemate lines are vanishing quickly. It is doubtful now, even with Italian help, that RUS/TUR can be prevented from eventually breaking through in the South or North. RUS/TUR have played well this far, but if they continue to make blunders such as this season's, the victory will be longer in coming than it should be.

WINTER 1910

ENGLAND: Build A Edi.
FRANCE: Disband F Spa(sc).
RUSSIA: Build A War.
TURKEY: Build F Ank, F Smy.

Commentary:

The French removal of F Spa(sc) is very puzzling. The removal of F Tyn would give him much better defensive possibilities and leave Turkey a lot of guesses. Perhaps Bob is attempting to do the unexpected to try to catch Turkey off guard. However, the gamble leaves Spain and Portugal dangerously vulnerable. It is a removal that certainly caught me by surprise, but because Winter 1910 was a separate season--I don't believe the gamble was wise: now, if seasons were combined, it might have been difficult for TUR

to anticipate the removal. Time will tell.

The English build of an army is also puzzling--he appears to want to use it to hold onto his home supply centers. It would prefer to use one fleet and simply shadow the Italian one. He'll always control 2 supply centers, but no more nor less, unless his Turkish ally decides to retake Con, which would be foolish at this stage.

SPRING 1911

ENGLAND: F Bar S A Nwy, A Nwy S
GERMAN F Swe /otm/, A Edi-Lpl, F Bel-Nth.

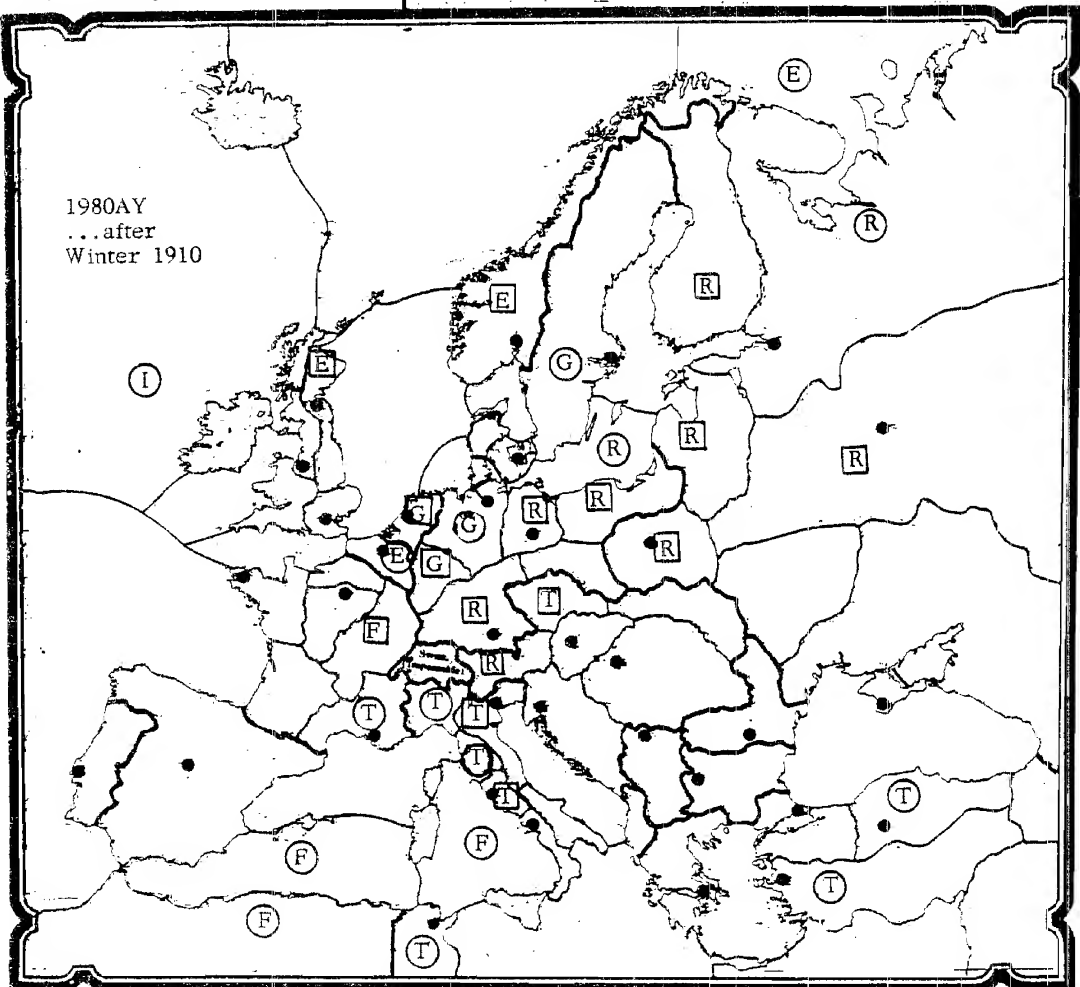
FRANCE: A Bur-Mar, F Naf-Tun S by F Wes, F Tyn-Ion.

GERMANY: F Swe-Bal (R-Bot), F Kie-Den, A Hol-Kie S by A Ruh.

ITALY: F NAT-Mid.

RUSSIA: F StP(nc)-Nwy, A Pru-Swe C by F Bal and S by A Fin, A Mos-StP S by A Lvn, A War-Pru, A Mun-Kie S by A Ber, A Trl-Mun.

TURKEY: A Boh S RUSSIAN A Trl-



Mun, F Pie-Lyo S by F Tus, F Mar-Spa (sc), A Rom-Nap, F Ank-Con, F Smy-Aeg, F Tun-Wes (R-Tyn), A Ven-Pie.

Commentary: The French gamble did not pay off, as Turkey gains Spa and will probably put a very dangerous army in Mar in the Fall. Note that TUR did not make the tactical error he made last season. This time F Tun held--had he ordered F Tun-Ion or ordered a unit to Tyn, F Tun would have been annihilated--that would have been disastrous.

While the French F Ion is bothersome, it does not pose a threat and is defensively out of place for France. The fact that F Ion is so far from home should make the fall of French supply centers that much easier. F Ion will slow down the Turkish fleets' flight to the West, but the resulting loss of centers and defensive position may force F Ion's retreat or removal.

Remember also that Turkey is playing one unit short (lack of a home supply center last Winter), so he will certainly build another fleet in Winter 1911. He can afford to play it cagey, use F Aeg to protect Gre, move F Con-Bul(sc), and build F Smy. By Fall 1912 his home fleets will be back on the front.

Russia takes Sweden, as he should have last Fall, and can begin applying pressure to Norway, Denmark, and Kiel. One of these could be captured in the Fall if ENG/GER guess wrong. ENG/GER could have prevented the fall of Swe by ordering A Nwy-Fin, but Mark assumed correctly that ENG has always protected A Nwy and that this season would be no different.

The Italian move to Mid is a curious one. Is he going to assist the French, or take a French supply center? He can't be stopped from taking Bre, the loss of which will be a crushing blow to France (as it will force him to remove yet another unit).

FALL 1911

ENGLAND: F Bar & F Nth S A Nwy, A Nwy S GERMAN F Ska-Swe /nsu/, A Lpl H. Cwns: Edi, Lpl, Lon, Bel, Nwy (5). Build 1.

FRANCE: A Mar-Bur, F Wes-Spa(sc), F Tun H, F Ion-Gre. Cwns: ~~Zé~~, Par, ~~Zé~~, Por, Tun (3). Disband 1.

GERMANY: A Hol-Kie S by A Ruh, Bot-Bal S by F Den. Cwns: ~~Kie~~,

Hol, Den, ~~Zé~~ (2). Disband 2.
ITALY: F Mid-Bre. Cwns: ~~Zé~~, ~~Zé~~, Bre (1). No change (1 short).
RUSSIA: A Fin-Nwy S by F StP(nc), A Mos S F StP(nc), A Muh-Ruh, A Trl-Mun, A Lvn-Kie C by F Bal and S by A Ber, A Pru-Sil, A Swe-Den. Cwns: Mos, StP, Sev, War, Tri, Bud, Vie, Rum, Ber, Mun, Kie, Swe (12). Build 2.
TURKEY: F Con-Bul (coast not specified), F Aeg-Gre, A Nap H, F Tyn-Wes, F Tus-Tyn, A Pie-Mar S by F Lyo & F Spa(sc), A Boh /h/. Cwns: Ank, Con, Smy, Gre, Ser, Ven, Rom, Nap, Bul, Mar, ~~Zé~~, Spa (11). Build 2 (was 1 short).

Commentary: There were some very interesting developments this season. Turkey took Con--this had to have been an unintentional miswritten order by him. If Italy now joins forces with ENG/FRA it could prove to be a costly error on Turkey's part. His Italian ally was important to him and now he has cut his lifeline. RUS/TUR have played quite well to this point and one must wonder if they are capable of "miswriting" an order. If Turkey intentionally miswrote this order, that is a bad error on his part.

Other important developments: Italy took Brest and forced the French to remove another unit--this one will really hurt the French cause. There are obviously very hostile feelings between France and Italy: one must wonder after this whether they will be willing or able to cooperate against Turkey.

Russia has dealt a deadly blow to GER/ENG in the North. Two German removals will virtually assure Russian superiority in Scandinavia, as Russia will be able to attack Nwy from StP with two supports from here on out--this ties down three English units.

Germany finally attempted to take the Baltic--4 or 5 game years too late and in a poor manner. The orders submitted by Germany were about the worst possible. I believe Lee has lost all interest in this game because of the close cooperation by RUS/TUR, which he believes is possible only because they live in the same city. He should use Den to attack Swe or attack Kie or attack Bal, but not waste it by using it to support a move, unless it's to Swe.

Russia must be given a lot of credit for his daring this turn, despite many good German moves. I would

probably have been more conservative and not shown the crushing victory that Russia has now achieved in the North.

The loss of three FRA/GER units means the RUS/TUR victory is assured. The question now is, will one of them go for the win?

WINTER 1911

ENGLAND: Build F Lon.
FRANCE: Disband F Wes.
GERMANY: Disband F Bot, F Den.
RUSSIA: Build A War (2nd refused).
TURKEY: Build A Ank, F Smy.

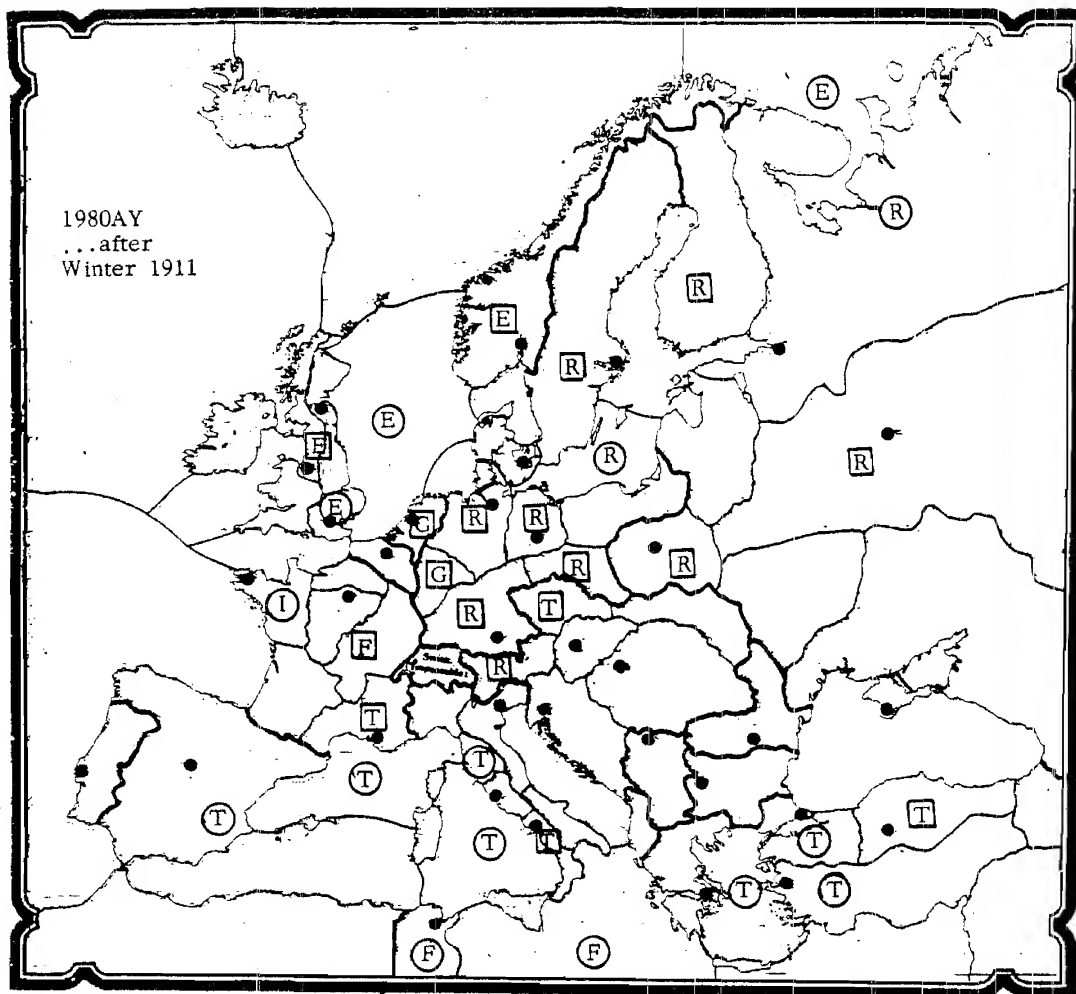
Commentary:

Surprise here. The English build of F Lon shows that he has not attempted to make peace with Italy. A F Edi is sorely needed. England now cannot prevent the fall of Norway in 1912. Russia will surely order F Bal-Den (and then -Nth) and get his fleet StP(nc) out into the high seas. The ENG/ITA feud shows clearly how personalities affect a game. The dislike is so strong that England will give up all hope in the North simply to kill off the Italian player.

The French removal of F Wes gives Turkey free rein. He will certainly take Por next turn and should order F Aeg-Ion S by F Tyn, F Con-Bul(sc), F Smy-Eas. He could afford to let France take Gre and even hold it in exchange for Tun and a massive attack West.

The Turkish army build is interesting--Russia must be on the lookout for a stab, as Turkey is attaining a strong position in the South rapidly, though I don't believe the time is right for a TUR stab of RUS now. I'm certain, however, that they are both examining the possibilities closely.

While the game is winding down, I



find there is still a lot of excitement as RUS/TUR move into position. By next issue we should know what the outcome will be--because by then either RUS or TUR will stab the other, or they will methodically demobilize. In the back of my mind, however, I believe Mark will take the win if he has the opportunity--Peter, I don't know. But a D.W. Demo Game should properly end in a victory.

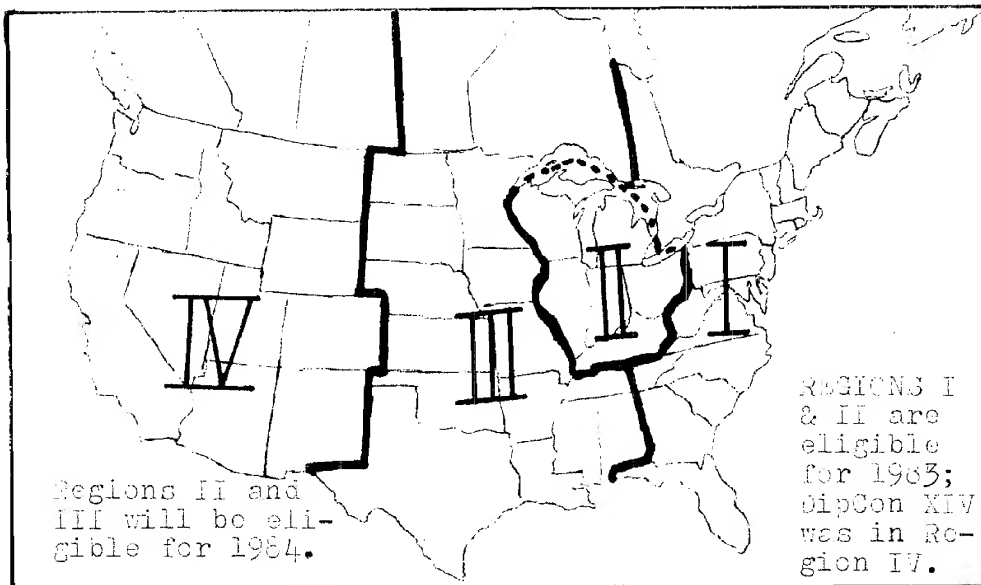
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2000-D

UPDATE



Please note that we have corrected a typo on our header: DipCon XIV was in San Francisco, in Region IV.



ORIGINS '82

JULY 23-24-25, 1982

49464 for further information. Herb will need to know in advance how many bids there are like-

Plans for DipCon XV are continuing to progress. The Tournament Director, Mark Berch, is still working on administrative details...you'd be surprised how many sticky little questions can arise in these things. I've suggested to Mark that some knotty details which directly affect players probably can't be resolved in such a way as to please everyone, and they might therefore be best left to a vote of the people playing in the tournament. Of course, doing that might eat a little into the time available for play, so at this point that question, too, is up in the air. But don't be surprised if you are asked to vote on certain procedural questions at the 1 p.m. assembly for Round I on Saturday.

DIPCON XVI. Selection of a site for the 1983 DipCon is the first priority of the DipCon Society (which will meet Saturday night), and will no doubt be its first order of business. Sites in Regions I and II (except the State of Maryland) are eligible to bid for DipCon. (Origins for 1983, in Detroit, is bidding, and I've not heard of any others at this point.) "Ineligible" sites may in fact also bid, but suffer a huge point handicap in the voting. Anyone who wishes to bid for DipCon XVI should contact the Chairman of the DipCon Society Committee of Three, Herb Berents, 1142 S. 96th Ave., Zeeland MI


ly to be. He will also need to know who will be making the bid (what person, that is) so that he can recognize him/her at the appropriate time. DipCon being the informal thing it is, there is no formal "bidder's packet" at this time (if you're used to seeing that sort of thing). However, you may want to obtain a copy of the DipCon Society Charter...if so, send me a SASE and I'll return a copy to you. Be prepared to answer questions about facilities and housing, and about the convenience of the two to each other and of eateries to both. Also be prepared to answer questions about how many people you expect, how you will attract people, whether you can get a convention rate at local hotels, and so on.

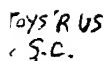
DIPCON XVII AND BEYOND. Note that the Charter provides a rotation system which shifts in phases, two regions at a time (I/II in 83, II/III in 84, III/IV in 85, and so on). A State which had the Con one year is "ineligible" the next. An "ineligible" site can still bid, but votes for it must be counted as $\frac{1}{2}$ -votes as compared to votes for eligible sites.

WEAPONS: In case you don't know, by long tradition, water pistols are de rigueur at DipCons. You may wish to bring one. Also a couple of towels.

GETTING THERE: On the next page we have a map drawn by Fred Davis of

27

TO/FROM WEST VIA
PENN. TURNPIKE
(BREEZEWOOD
EXIT) 

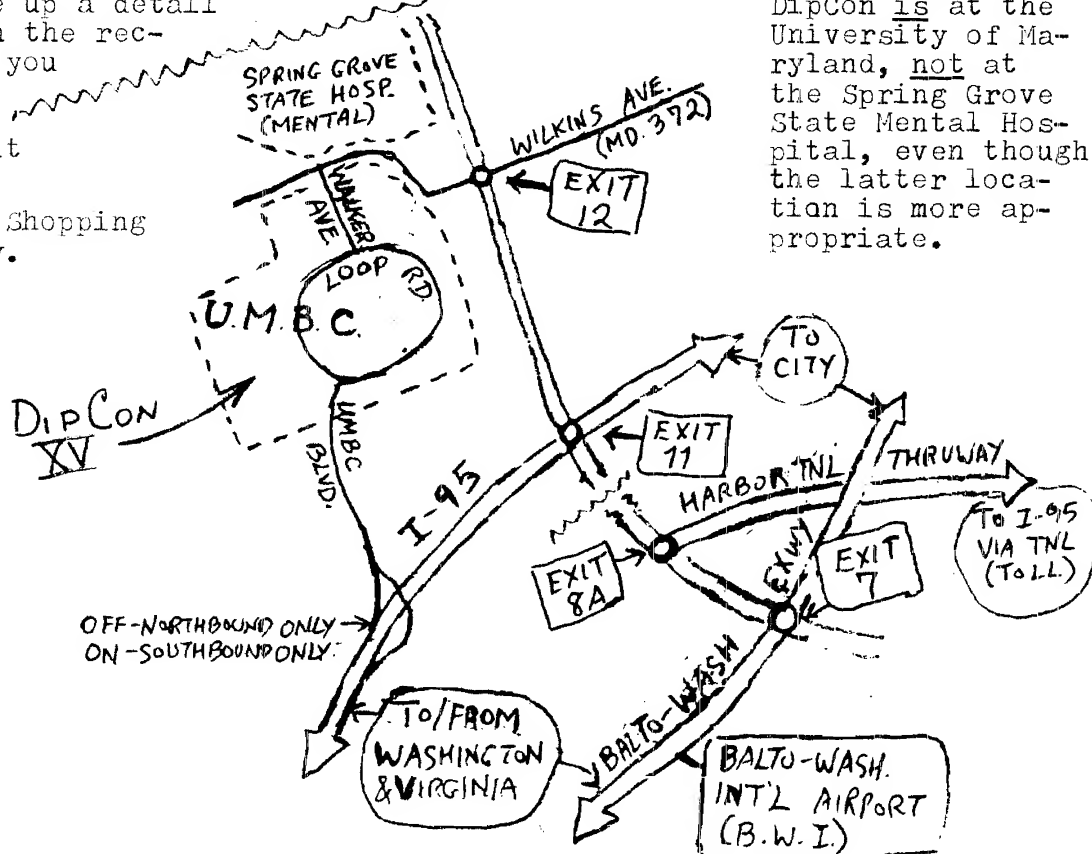


"S.C." stands for Shopping Center, by the way.

ALTIMORE COUNTY
EASTERN SECTION

● = NEARBY MOTELS

T TO EXACT SCALE





WINNERS

EVERYTHING 52

While this was being typed, what should come in the mail but issue #52 (long awaited) of EVERYTHING. EVERYTHING YOU WANTED TO KNOW ABOUT POSTAL DIPLOMACY* (*But Had Better Sense Than To Ask) is the official publication of the hobby's Boardman Number Custodian and reports all game stats on new and completed games in North America. A total of 56 game completions were reported; of these, 33 ended in victory (plus 23 draws, of which 18 were 2- or 3-way). A summary of various statistics appears in EV 52, and I need not repeat them here.

The really bad news for fans of Austria and/or Italy (not to mention England, France, and Germany) is that Russia and Turkey copped 18 of the 33 victories. Oy!! The Ice Queen and the Wicked Witch of the South are mopping up. We will post revised Great Power standings in the Overall Rating System after the results are computed (and also after a possible revamping of the numerical scale).

Meanwhile, we are developing a new rating list which will appear in these pages when it's far enough along, and in issues when DTRS doesn't appear. This system, as yet unnamed, will eventually be computed on the basis of all North American postal 7-player regular Diplomacy games completed since 1963.

The point scale used will be a greatly modified version of that used for the "Overall" Great Power rating list. A win will count 20 points. Points for draws: 2-way, 15; 3-way, 10; 4-way, 8; 5-way, 6; 6-way, 4; 7-way, 2. Points for survival and place: 2nd, 10; 3rd, 8; 4th, 6; 5th, 5; 6th, 4; 7th, 2. Points for elimination and place: 3rd, 3; 4th, 2; 5th, 1; 6th, 0; 7th, -1. Drop, -8. Points for resignation and place (as of season of resignation): 1st, 8; 2nd, 6; 3rd, 4; 4th, 2; 5th, 0; 6th, -2; 7th, -4. Tied places are resolved upward for eliminations and survivals, downward for resignations.

Replacement players: These positions will be counted if the players remain in them for a given length of time. The exact time isn't decided yet but will probably be in the range of 4 to 5 game-years. (Replacements who drop will always have those positions

counted.

"Local" or "telephone" games will be used in the system. Certain variants and games with fewer than 7 players, which received Boardman Numbers in the very early years of the hobby, will not be used. Various other games with questionable status (or questionable GMs) will also be omitted. When listing game results in D.W., we will indicate games which (for whatever reason) we won't be using in our computations. These will include games in which the GM's failure (or refusal) to use replacement players resulted in large numbers of units being placed in civil disorder. Also, due to GMing practices or ethical standards which seriously impacted the games (or could have done so), games GMD by certain individuals will be omitted wholesale. (Only two names, one of them now presumably inactive, occur to me at the moment.)

DIPLOMACY WORLD would like to congratulate the winners of the following completed postal Diplomacy games. (The symbol # before the game number indicates a game which will not be included in the rating list now being compiled.)

Game # Power Player (*=replacement)

1976IC	AUS	*Ben Schilling
1977AG	TUR	Randolph Smyth
1977AY	ENG	*Julian Presber
1977KA	ITA	Howard Brazee
1978HG	RUS	Paul Szauter
1978IC	RUS	*Don Chinnery
1978KJ	AUS	*Dan Stafford
1978KR	ITA	Mike Barno
1979AS	RUS	Jack Frost
1979CA	ENG	Mike Brophy
1979HI	GER	Larry Chafetz
1979HX	TUR	Rick Kassel
1979IP	AUS	David Weatherhead
1979IU	TUR	John Strain
1980E	RUS	Peter Cdo
1980K	TUR	Peter LaRocco
1980O	FRA	Don Swartz
1980P	TUR	*Kerry Blant
1980T	RUS	David Ezzio
1980U	ITA	Al Hoffman
1980AF	ITA	Kathy Byrne
1980AG	ITA	Dave Grabar
1980AH	ENG	Dan Stafford
1980CM	TUR	Art Italo
1980CS	TUR	*Ken Iverson
1980HV	RUS	Tim Burton
1980IU	RUS	*Bill Radonich
1980IV	ENG	Bill Becker
1980IZ	RUS	Bob Sergeant
1980LL	RUS	Al Pearson
1980LO	TUR	Rick Griffin
1981E	FRA	Bryan Jurkowski
1981R	RUS	Kathy Byrne

All right, all you Austrias, Englands, Frances, Germanies, and Italies out there: get cracking!

Note: Don Ditter indicates that in 1981, 140 postal games began in North America. There were 551 players in those games. Adding perhaps 200 persons who were in postal games in 1981 but did not join any new ones, we can estimate that there are a little less than 800 postal Diplomacy players in the United States and Canada. This is a good many fewer than previously estimated by some commentators. A recent comparison of DW's mailing list with gamestart information and mailing lists in about 20 'zines also suggested that there were not more than 1000 postal players in North America and probably about 800. Stay tuned for more boring stats.

Whitestonia Poll

The 2nd (1981) WHITESTONIA Diplomacy Players Poll was completed and reported some months ago; the results should have been in lastish. The complete results were in WHITESTONIA 43. Below are the top 10 persons in each of the three categories (alas, only last names were reported and we don't know all the first names; these are included where known). Numbered columns are: 1, Place; 2, Total points; 3, Total number of votes; 4, Total number of first place votes.

<u>1 Player</u>	<u>2</u>	<u>3</u>	<u>4</u>
<u>A. Best Diplomacy Player</u>			
1 Kathy Byrne	40	21	8
2 Ron (CALIF.) Brown	24	10	5
3 Jack Masters	16	9	2
4 Don Ditter	13	5	3
John Caruso	13	6	2
6 Lee Kendter, Sr.	10	4	2
7 Arthur Guajardo	9	4	2
8 _____ Lee	7	3	2
_____ Zipper	7	4	1
_____ Connor	7	3	1
Jack Fleming	7	3	1
Randolph Smyth	7	3	1
<u>B. Best Variant Player</u>			
1 Fred Hyatt	13	5	3
2 Dave Grabar	7	3	2
John Caruso	7	3	2
4 Steve Heinowski	6	2	2
Fred Davis	6	3	1
6 _____ Schuetz	5	2	1
_____ Schiwautz	5	2	1
Steve McLendon	5	3	0
9 Bob Arnett	4	3	0
_____ Sundre	4	3	0
<u>C. Best Writer</u>			
1 Gary Coughlan	37	18	6
2 Kathy Byrne	29	13	5
3 Jack Masters	22	10	3
4 Allen Wells	19	9	2
5 Steve Arnawoodian	16	6	4
6 Al Pearson	13	6	4
7 John Michalski	12	7	2
8 Dick Martin	11	6	1
9 Konrad Baumeister	10	5	2
John Caruso	10	5	2

(James Thurber also received 16 points, 6 votes, and 5 first-place votes. Or is there some other Thurber I don't know about.)

A total of 55 ballots were cast.
(More on p. 20)

A Metternich,

A METTERNICH, MY KINGDOM FOR A METTERNICH!

by Jack Fleming

The most recent issue of EVERYTHING (the Boardman Number Custodian's 'zine for reporting game starts and results) brought bad news for those of us who look fondly at the little red blocks. Austria has done terribly recently. No, that's understating it. Austria has done abysmally lately. That's closer. Of the 24 regular games reported, Austria won only once and was involved in only 2 draws. But that's the good news. In fully half of the games that an eager and hopeful junior Metternich contemplated opening moves for, that player was out of the game by 1906!

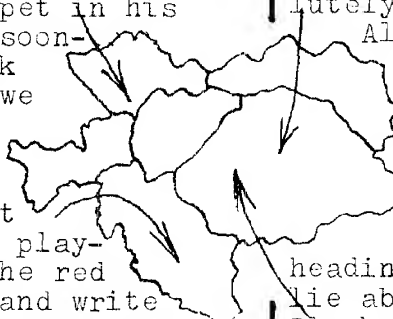
So how do we rectify this? Is the Austrian position the "Kiss of Death"? Was Metternich wrong and did Austria have no diplomatic options short of outright surrender? Should the Austrian player offer to puppet in his first letters to all the soon-to-be enemies? Let's look things over and see what we can do.

First off, no Great Power needs more letter writing than Austria. Not even Italy. As soon as a player is aware that he has the red blocks, he must sit down and write every other player. Good long letters of introduction telling about the Austrian player's job, family, pets, game plans, etc., should immediately be sent. The Austrian player needs friends--not just allies. If he gets no answer in two weeks, he must send another letter, "just to say hello", and try to get things started again. If he does receive a reply to his first letter he must send an immediate answer. Long and friendly. These are all non-negotiable demands--the letters must be sent if the Austrian player has any hopes for winning the game.

Number one for Austria in the early game is defense. Remember that in the 24 EVERYTHING games Austria lost its last supply center before 1906 12 times ...and 5 lost their last centers in 1903! Early attacks can come from two sides: Italy and Russia. Austria must neutralize these threats before going

on to any other business. Negotiations and persuasion are the first and most important methods, and if these fail then the Austrian armies must be used. Italy will many times be cooperating just out of desperation. Italy's reputation is as bad or worse than Austria's, so there is a good chance that if he believes that he has a good friend in Vienna he'll do anything to keep that friend. If he has read The Gamer's Guide to Diplomacy he should be in Austria's back pocket--Rod Walker believes it's a sure sign of moral decrepitude for Austria and Italy to go to war early in the game. If he hasn't read The Gamer's Guide, send him a copy. Be sure to suggest the Lepanto Opening (that gets him headed as far from your centers as possible) or an attack on France. If you are absolutely sure of Italy, then move F Tri-Alb, otherwise, move to Venice.

Russia is a tougher subject. Austria's first diplomatic objective is to have a war between Russia and Turkey. Austria should offer him help in the war and tell him anything that sounds as if Turkey is heading north will be passed on. Don't lie about Turkey's intentions for the Black Sea--but if Turkey says he's not going there, encourage Russia to grab the opportunity. If Turkey says, "I'm going to the Black Sea", Austria should run to the nearest photocopy machine (even if it's \$.50 a copy) and send a copy of the letter to Russia. Austria wants a war between Russia and Turkey so he can "help" both sides and lock up all of the Balkans. This is where letters to England and Germany pay off. If Austria has friendly relations with them he can keep the pressure on Russia from the north while Italy keeps Turkey busy from the south. Austria's is a beautiful position. As for Galicia, Austria should tell Russia right off the bat that he's moving there. He can't have Russia charging into Galicia in the Spring with the chance of Italy (who could be Russia's high school sweetheart for all Austria knows) joining him with an attack on



Tyrolia and/or Trieste. Tell Russia about the move and tell him that if it were an attack the move to Galicia would have been a state secret. Austria should offer Russia support into Rumania in the Fall and total war with Turkey. Of course, when writing to Turkey Austria should offer help with total war on Russia....

As for Army Budapest, it should always go to Serbia (though no doubt Allen Wells will be able to make a good argument for it "holding", a la A Con H). It must be in Serbia to keep Turkey honest and to keep him from having any ideas about grabbing Greece. Plus from Serbia the Austrian player can let both Russia and Turkey hope for support against the other in Fall 1901. Austria should work on Turkey to get a war started between him and Russia. If Turkey and Russia ally from the start, Austria is doomed. Be sure to point out that if Turkey does choose to ally with Russia, most often Russia will come out the winner and Turkey a distant second. Austria should also tell Turkey how much he would like to try the unusual AUS/TUR alliance, "for something new".

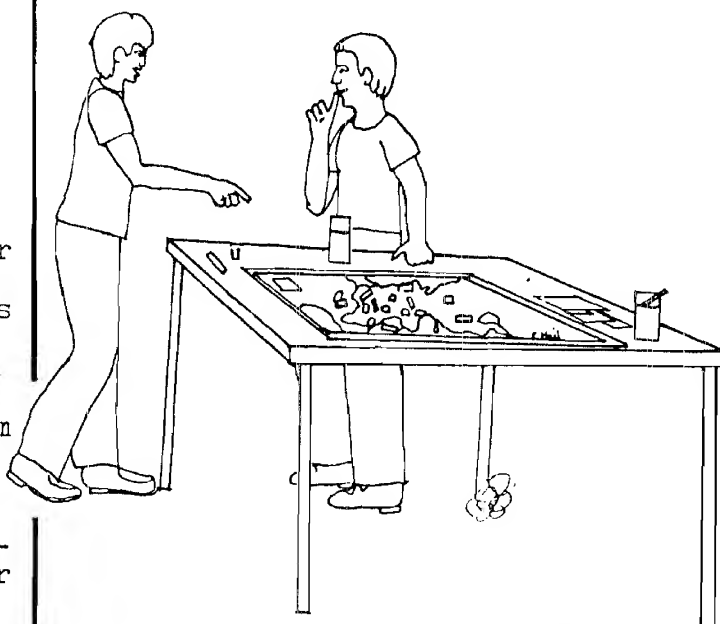
Germany should be Austria's friend. If he isn't, one of them is a very poor player or mentally unstable. Austria should encourage Germany to write to Italy, to keep Italy out of Tyrol or Trieste, and to Russia to help start a Russo-Turkish conflict.

Now let's look at Austria's long term alliance prospects. They aren't really bright and the main reason is Austria's inability to build many fleets. Russia could be a good partner but where will the fleets come from to control the Med? Turkey has the fleets but where do his armies go? If they head through Russia they will only take a quick turn starboard to stab Austria seriously. Italy? Maybe. The problem here is that Italy certainly won't be anxious for Austria to build fleets--and without fleets Austria can't hope for much more than a two-way draw. Italy would be in the better position for a stab since the fleets can move through the Med faster and each has the ability to build right on the other's border. It would be an uncomfortable alliance at best. A better prospect is to organize a "Central Alliance" of Italy, Germany, and Austria. This would

allow Austria to attack Turkey from the start (and maybe build some fleets "to help crack the Turkish position"). With Germany as an ally, Italy might be less nervous about Austrian fleets. At the appropriate moment Austria could join Germany in wiping out Italy and maybe have enough centers in the Balkans for the 18-center win.

Recent Austrian openings have shown a rise in the number which give Italy Trieste in Spring 1901--either to keep or as part of the "Key Lepanto" --hoping for A Tri-Ser in the Fall. These hyper-modern openings have a certain swashbuckling charm. They certainly are adventurous and may be part of the reason for the poor showing in recent statistics. One advantage they have is that if they don't work, the Austrian player isn't subjected to months of lingering agony (often referred to as "survival"). Either they work or Austria is out of the game mercifully quickly.

I hope these notes may help the next time you play Austria. My main advice is to write, worry about defense in the opening, write, grow slowly, and write some more. Good luck.



"Very funny. A Flying Dutchman I can dig...but who's going to believe you have a fleet in Munich?"

the bloated mailbox

//DIPLOMACY WORLD welcomes your letters of comment; a lively LoC column is a big plus in any 'zine. However, the Editor reserves the right to edit LoCs, just as he does articles. Please be sure your LoCs are clearly labeled as such and distinguished from personal letters, bomb threats, proposals of marriage, and the other things we usually get around here. The Editor does not guarantee to print every LoC he gets, and does print excerpts from letters not so labeled if he feels the comments will be of general interest. Although bylined, LoCs are not paid for as articles are. The Editor's decision to print any letter, or parts of any letter, is final (however, anything labeled DNG would never be printed). The Editor's comments appear after the letter and are set off by double slashes.//

Dear Rod,

Keep up the good work--it's a fine 'zine you're putting out. I especially like the series on unusual openings. I also like "helpful hints" articles like "Keeping the Letter Where It Belongs". Great stuff!.....Marc Peters.....

Dear Rod,

Why don't you run a reprint each issue - and I don't mean recent material either. There is plenty of gold (besides the cartoons) in those old zines. (And the writing was much better, wasn't it?)

All this argument over convoys is getting to be just a bit much. My own rulings often agree with yours - although possibly not for the same reason. Basically, every GM must presume that the player wants his orders to be attempted. That's one implication of the "miswritten order" rule. The GM isn't supposed to try to figure out what the player meant. By the same token if a player orders a convoy, the unit should be considered to be convoyed. In the "unwanted" convoy, where a foreign finger is in the pie, it would seem that the army gets the best of both worlds, "refusing" the convoy in some cases and "accepting" it in others. However, this may seem unfair to the sly devil trying to give the "unwanted" convoy. Well, so what? This is best handled in a simple manner, as I do,

because the tactics are supposed to be simplified. Adding complications detracts from the real purpose of the game, negotiation. And as a final point, I think that by not encouraging the idea that rules can be bent just to give players a better chance to gouge each other, we can have fairer regular games, under agreeable standards.Elmer Hinton.....

//DIPLOMACY WORLD was founded by Walt Buchanan to print the best new material on Diplomacy which can be obtained from current writers. That may not be a prohibition on reprints, but I prefer not to do them. Even the articles in recent issues which appeared in other 'zines first were rewritten by their authors for the D.W. version, so that they were at least "sort of" new. The hobby also has a 'zine which specializes in reprints, DIPLOMACY DIGEST, and it doesn't make sense to do what is being done elsewhere. Of course, this isn't a completely firm policy and there might be occasions when I felt a reprint was a good idea.

//I see the "bit much" on convoys has become a "bit more". Several readers expressed the thought that perhaps we've been overdoing it. You will notice no convoy stuff in this nor in lastish. (Except this, of course.) Anyway, I doubt that there will be any way of resolving any or all of these various disputes which will meet everyone's approval.//

Dear Rod,

It's obvious to me that you intend to make DIPLOMACY WORLD the 'zine it should be. Congratulations for the ambition and success so far. Keep up the hard work. ...I am surprised that you don't have a business account under the name of D.W. Why is that?

Bravo for calling Boardman for his snotty use of "sic". It is a little sick. But perhaps it takes a mind like that to be as regular a publisher as John is. It would be worthwhile to rate publishers by the number of days late they are on the average. I'm sure that John would lead the pack.

.....David Lizzie.....

//I did try to set up a business

account for D.W., but finally didn't. Reasons: first, the minimum balance and service charges are both higher on commercial accounts; second, it would have cost about \$65 to file the necessary fictitious name statement. Luckily, I have an account with a bank in La Jolla, and they are used to handling eccentrics, cranks, and weirdos. They cash checks made out to D.W., although of course I prefer them made out to me.

//GRAUSTARK's regularity and reliability have been legendary for more than a decade (and the 'zine will be 20 years old next year). We all have our quirks, and God knows John Boardman has his, but no one can fault him on the punctuality of GRAU...which for that reason is a good 'zine to play in. It has other less felicitous features, but one can just overlook those. I would say that some of the older 'zines, such as BUSHWACKER, BOAST, LIBERTERREAN, and so on, are equally punctual, but none of them has been around as long.//

Dear Rod:

I really enjoyed the last issue. The articles in it were interesting and informative, especially the article by Mark Berch. I would like to see more of those articles plus more on the history of Diplomacy.Terry Suitor.....

//Doug Beyerlein has promised an entire series of "history" articles, but will not be able to do one for every issue, unfortunately. Mark will be doing more tactical articles in future issues. I am constantly amazed at the ideas he comes up with and the approaches he conceives of.//

Rod,

In response to Mark Berch taking you to task for the points you gave to 5-way draws: I for one don't agree with his "guess that at least 90% of the players would rank being in a 5-way draw as significantly ahead of finishing in 5th place". I would rank being in a 5-way draw as significantly behind kissing my sister. No fun. Surely Diplomacy should have more to offer than the chance of making 5 out of 7 players feel like "winners"! My scoring system would equate 4, 5, 6, and 7-way draws with 4th, 5th, 6th, and 7th place finishes--Zero points!.....Jack Fleming/.....

//Ratings are like convoys, I

guess: there is no way to make everyone happy. Mark's point...that a draw with 4 other people ought to be worth more than a survival behind 4 other people...seems valid to me. That's assuming you would assign points to either or both. The Calhauer Point Count would assign points to the former but not the latter. I would assign points to both. You would assign points to neither. Every approach is arguably valid. What we really need is to have roughly comparable rating systems which differ significantly in what they emphasize in assigning points: e.g., win/draw, survival, size, growth, placement, or whatever.

//Kissing your sister is no fun? That's all you know. Ask Cesare Borgia.....//

Dear Rod,

DW #30 was great! You're really getting into high gear.....Walt Buchanan.....

//That was a word from our founder.//

Dear Rod,

I would like to commend the work you and your staff have been doing. DIPLOMACY WORLD boasts an extremely professional look and contains much information that is valuable to any hobby lover.

I recently had the chance to purchase a Diplomacy set that contained the new plastic pieces and I feel that I must comment. Except under optimal lighting (read: bright sunlight) it is extremely difficult (if not impossible) to tell the difference between French and Italian units as well as the English and German units. If Avalon Hill gave up on their supplier of wooden pieces because he would not agree to a change of color, then perhaps it is time for them to find a new supplier of plastics, since it appears that the current one is doing not much better in this regard than his predecessor. It seems to me that there must be someone somewhere who would gladly put in a couple of different colors such as tan, pink, grey (or silver) and/or orange to replace one or two of the ones that are causing us Diplomacy enthusiasts so many problems.

My other comment concerns DipCon. Is there any special reason why it is held as part of a bigger convention such as Origins or MichiCon? It seems

to me that this will usually mean having the convention in the same places in spite of the rotation system. As an example, if it's the Midwest's turn and the only "capable" bidder is MichiCon (which I understand is usually held in Detroit), then that's where DipCon will usually end up. It really makes it tough on someone in the southern part of Region II to attend. In essence, what I am asking is this: Is there any way for Diplomacy enthusiasts to operate DipCon independently of a bigger convention like Atlanticon or MichiCon?
Jeffrey B. Hoto.....

//I suspect many questions about the plastic pieces and wooden blocks will be answered by this issue's excellent article by Fred Davis. Let me cover one thing, though: Even if AH changed their supplier right now, it might be a long time before you saw different colors in the game sets. In order to get any sort of price break, things such as this have to be ordered in very large quantities. Obviously AH would want to use up stocks on hand before switching to anything new. However, I've not heard that there is any change in the works. Copies of DW go to Avalon Hill, so they are seeing the discussions here. I am sure many of the fen have written them, also. If you really want to see a change, I strongly recommend you make your wishes known to Avalon Hill.

//There is no actual requirement that DipCon be held in conjunction with large wargaming Cons. The earliest of them were just Dippy get-togethers (DipCons I and II were in the home of John Koning in Youngstown). A local group of fen could certainly bid to organize and host DipCon.

//However, a larger host Con offers a good many advantages. Because of size and clout, they will be able to get much better (and larger) facilities. They can usually provide hotel space at a convention rate (cheaper than normal). They are also likely to be better organized (let's face it) than most of us would be.

//DipCon is, after all, a national Diplomacy convention. That purpose is best served by the highest possible attendance. You're going to get that at a major host Con. The host will generate a lot of publicity hype, for one thing. Furthermore, because of the

greater variety of activities, exhibits, and so on, wargaming fen (and most Diplomacy players are also wargamers) would prefer to go to a major con. My impression is that most people, if they are going to go to wargaming cons at all, would go to only one which is out of their immediate area in any given year. The bigger and flashier the con, the more likely people will be to go to it. The result is that you will have more Diplomacy players at a major con than you will at a Diplomacy specialty con. My experience has been, over the last 16 years, that DipCon works best when it is helped along by a major host con.

//But DipCon isn't the only con in the world. There is a growing trend toward local and regional cons. There are the ByrneCons in New York, PeeryCons in San Diego, DinkiCons in various southern California places, KalamazooCons in Michigan, MidWestCons in the Chicago area, and others. With any luck we will see more and more of these as time goes on. Players who live near each other should look into organizing regional and local cons for Diplomacy (and whatever)...in most areas, you'd be surprised at how many fen you can round up who could get away for a weekend stabfest and who live not more than a few hours' drive from the proposed site. I know, for instance, that there is going to be (see News & Reviews) a PeeryCon in southern California on the same weekend as DipCon for people who aren't going to Baltimore; and many here won't be able to.

//But as for DipCon itself, I believe it's important to have as many people from all over the country as possible. If DipCon is held in association with Origins (as it is this year) or GenCon or some major conflagration of that sort, we will be most likely to have that sort of attendance. So that's the best way to do the annual national con, in my opinion. However, I am a strong supporter of regional and local cons, as is my co-editor, and we will help in whatever way we can to get people together for these, and spread the word about them, and to encourage people to organize and attend them. There is a famous old Diplomacy cartoon whose tagline is "I play Diplomacy only for the companionship". The cartoon was funny...but that is what cons are all about. Let's have more.//

NEWS & REVIEWS

//This is DW's regular section for hobby news, reviews of hobby publications, and such-like. We will print anything here which we feel will be of interest to our readership.

//All notices in this section represent the opinions of our reviewers or information relayed to us by our correspondents. They do not necessarily reflect any "official" attitude on the part of DW, nor does DW accept responsibility for insuring unerring accuracy of news items submitted to us by others...we won't knowingly print any false or misleading information, but something might slip by. Reviews and news items are annotated with the initials of the individuals from whom they come: BB, Bill Becker; BH, Bill Highfield; EH, Elmer Hinton; JL, John Leeder; LP, Larry Peery; RW, Rod Walker.

//Any active publisher who would like us to review his 'zine should send us his 5 most recent consecutive issues for review. Since reviews of established 'zines are on a space-available basis, it would probably be best to inquire first before sending copies. Anyone wishing to to send us a review of a 'zine (or 2 or 3) is welcome to do so...keep it short, fair, and to the point.

//News items must be current. If they involve future events, see our colophon (p. 2) for information on deadlines and dates.//

a Certain issues of DIPLOMACY WORLD (especially ##25, 26, and 28) are in very short supply. Expect to see the price for these issues rise this year. If you want or need those issues, I'd suggest ordering them soon before the price goes up. ...RW

b Mark Berch says he's getting some interesting (which is not to say correct) answers to the "Mystery Move" Puzzle printed on p. 25 of last issue. Alas, we printed "March" for the deadline when we meant "May". It was one of those days. Please note that there is an extended deadline for the "Mystery Move" Puzzle...it is 1 August 1982. Honest. ...RW

c KalamazooCon III was considered a big success. In two games played, Eric Ozog and Russ Rusnak won by concession as France and England res-

pectively. And they're doing it again with KalamazooCon IV. That will be held on 16 October 1982, 9am-10pm at the West Main Mall in glamorous romantic cosmopolitan Kalamazoo MI. There will be a Diplomacy event with cheap fees and dumb prizes (that's what it says here). Contact Bill Becker, 810 Turwill, Kalamazoo MI 49007; (616) 349-6937. ...BB

d GenCon '82 will be held after all, under the auspices of TSR. It will be in June, but this will be out too late to reach you in time for it. The original cancellation was by the Eastern Gaming Association, which seems to be more than a little bitter about it (and also about anyone else doing a Con they've abandoned). Elmer Hinton has been sending us little tidbits on this squabble. ...EH/RW

e A new archive collection will be operating on the East Coast. This is the Granite Archives, run by Elmer Hinton, 20 Almont St., Nashua NH 03060. Elmer has a very extensive collection of old and current Diplomacy materials, for which he is compiling (and computerizing) and index. The GA's 'zine will be FOUNDATION, which will contain the GA index, reprints, articles, and general information. FOUNDATION will have a subscription rate of 8/\$10, and Elmer will also trade (wishes to trade) for any and all Dipzines. He is also making a major effort to compile a complete archive for the period 1977-present. The first issue of FOUNDATION is expected to be out shortly, so we should have a review nextish. Interested parties should write Elmer for further information. Elmer informs us that he will provide copies of out-of-print material on request, at cost (time, materials, postage). He recommends you send an inquiry on any items you need, enclosing SASE for a price quote. FOUNDATION is expected to be quarterly at the start and gradually change to a monthly publication. ...EH

f EMHAIN MACHA 27 crossed my desk some time ago, and I put it in the "Review" file, not the "PONTEDRIA" file, so you know whose

game openings didn't get listed. Well, it's your own fault, Mike, for not returning the little form I sent you. Anyway, EM...one of the hobby's better delights...is back. Subs are on a "cost" basis...send about \$5 to Mike for one. Michael Mills, 47 Mayer Dr., Suffern NY 10901. Yeah...ZINE DIRECTORY...same guy. Send him a buck for ZD '82 and get much more than your money's worth. EM will carry one new game of regular Dip...which will not use s/b or replacement players...so if you don't plan to NMR, you can join this one and clean up when half the other players drop (you know how it is). The gamefee is \$2, plus sub. Also there is an opening in Mike's new Roman Diplomacy-like simulation game, SPQR...Gf also \$2. The rules for that came with #27...well worth getting...and that issue is 77c. There will also be a Bourse with the new Dip game. I have recommended EMHAIN MACHA highly in the past, and now that it has revived from its late mere-warehouse status, I recommend it again.RW

G PeeryCon II will be held in San Diego, or somewhere in the southland, during 24-25 July 1982 (the same weekend as Origins/DipCon XV) for those Golden Staters who can't make it to the Big Conflab Back East. Sponsor is Larry Peery, P.O. Box 8416, San Diego CA 92102. If you are interested in attending, be sure you write him. He is expecting people from at least as far north as Santa Barbara.

h ByrneCon...well, Kathy, what number is it?...will be held at the usual diggings during 30-31 July 1982 (Friday and Saturday after DipCon). Your hostess will be Bloodsucker Herself and no doubt many interesting characters will be unearthed for this one. There is likely to be considerable head-dunking and other types of fun, as well as (yech) some Diplomacy (ugh). John Caruso will sing various Venetian and Neapolitan yachting songs and John Boardman may show up to pontificate on anyone who doesn't get out of his way. For more details, contact Kathy Byrne, 160-02 43rd Ave (2nd Floor), Flushing NY 11358. Hmm. Byrne...Peery...God, they're out in force, aren't they? ...RW

I Maybe you noticed the "Guest Editorial" thish? Why not? Well, anyway, this is something we plan to have regularly in DW. Anyone who wishes

to have an editorial in DW is invited to submit one to us (with the usual SASE and other requirements of our guidelines, of course). Your editorial should be a maximum of about 1000 words (about 3 typewritten double-spaced pages), but if you go a little over, don't worry. We will accept editorials on any subject...however, there are some limitations. Please don't cover anything which has been dealt with in an issue within the last year. No feuds, personalities, abusive language, and the other usual no-nos. We want positive and upbeat editorializing. If you really feel that you have an important "clear and present danger" statement about some person or group, inquire about it with SASE. An editorial that views with alarm would be a very rare thing with us, and it would have to be an extreme and absolutely obvious case.RW

J New 'zines seem to be starting in good numbers this year. One we haven't yet seen is a sister 'zine to HOOFF & MOUTH, called THE MODERN PATRIOT. Bill Highfield, 2012 Ridge Rd. East, Rochester NY 14622. He will run regular Diplomacy games, along with several of the hobby's better variants (World War IIb, Abstraction, Small World II). Bill, how come not 2001? Subs are 12/\$4 and the gamefee is \$7 (which includes a sub for the life of the game). Bill says not to send money yet, but to inquire about openings. When TMP begins publication, a sample can be obtained for SASE. ...BH

k If computer games are at all your thing, try COMPUTER GAMING WORLD. Russell Sipe, 1919 E. Sycamore, #203, Anaheim CA 92805. Six issues a year for \$11 (add \$4 in Canada)...I'm not sure of sample costs, but try \$2.75. This is a very handsome publication. Russell is also a Diplomacy enthusiast and edits a local Dipzine, THE ARMCHAIR DIPLOMAT. I don't know beans about computer gaming, but this 'zine (CGW) looks to be extremely informative and well-informed. Try it. ...RW

I Need I tell you that I think XENOGOGIC is a nifty 'zine? It's a quarterly by Larry Peery (whose address is all over this rag...look at #G above). Subs are \$6/year, \$2 a copy. XENOGOGIC is easily the hobby's talkiest 'zine. Larry can always manage to say in 50,000 words what **p20**

POSTAL GAME OPENINGS

IN NORTH AMERICA

This listing is compiled from the June issue of PONTEVEDRIA (#23). PONT is edited and published monthly by the Editor of D.W., and lists all postal game openings known to us for Diplomacy, variants, and multiplayer strategic games similar to Diplomacy (Machiavelli, Kingmaker, and so on). The current issue is always available from us for SASE (stamped, self-addressed envelope). Anyone having game openings, or knowing about openings, should write us with full information. We furnish an Update Form for this purpose if you wish one; just write us and request it. PONTEVEDRIA has much fuller info, including exact games offered by each 'zine.

DIPLOMACY WORLD's game listings do not constitute any endorsement of a GM or 'zine. We assume no liability with respect to the quality or continuance of any postal 'zine or game. Considering the uncertainty of all amateur publications, prospective players are advised to exercise due caution...they are especially advised to obtain one or more sample copies of the 'zine. Another good way to get a "feel" for PBM play is to join games in progress as a replacement player (see the article, "Please Stand By", this issue).

HOW TO USE THIS LIST. Entries are alphabetical by GM name. A typical entry shows: Name, address; 'ZINE NAME, frequency, cost to play, cost of a sample issue, longevity of 'zine. Frequency is shown as: m, monthly; nw, number of weeks between issues. Costs are shown as: Gf, gamefee; Nf, NMR fee (refundable if player does not miss deadlines); Dep, other refundable deposit; sub, subscription rate; s/, cost for a sample. Longevity is shown as XXXX/XX: year of first issue/number of latest issue. Games offered are shown by symbol only, before the GM's name: *, regular Diplomacy; @, Diplomacy variants; #, other strategic multiplayer games; ::, needs stand-by players. Note: Some listings in PONTEVEDRIA 23 are omitted from this list; they were taken from secondary sources and may in fact be more than 2 months old at this time. We try to remain current within 60 days of the time the listing is published.

*@ :: Herb Barents, 1142 S. 96th Ave., Zeeland MI 49464; BOAST, 3w, Gf \$3 plus sub 14/\$4, s/SASE (stamped, self-addressed envelope), 1971/174.

* John Boardman, 234 E. 19th St., Brooklyn NY 11226; GRAUSTARK, 3w, Gf \$15, s/??, 1963/?.

* :: Ron Brown, 1528 El Sereno Pl., Bakersfield CA 93304; MURD'RING MINISTERS, m, Gf \$6 plus Nf \$3 plus sub 12/\$5.50, s/20c stamp, 1978/46.

* #:: Jim Bumpas, 1405 W. 26th Ave., Eugene OR 97405; LIBERTERREAN, 2/m, Gf \$3 plus sub 10/\$5, s/SASE, 1973/172.

*@/:: Steven Duke, RFD #3, Fairfield Pike, Shelbyville TN 37160; THE SCHEMER, m, sub 12/\$4.75, s/2-20c stamps, ?/?.

* :: Gregory N. Fritz, P.O. Box 512, York ME 03909; DAMN THE TORPEDOES, m?, Gf \$5 plus sub 10/\$5, s/SASE, 1982/?.

* Pete Gaughan, 2629 Portland St., #304A, Los Angeles CA 90007; PERELANDRA, m?, Gf/sub ??, s/SASE, 1982/1.

* Guy & Eliabeth Hail, 1103-B Lorrain

St., Austin TX 78703; THE GREAT WAR IN MODERN MEMORY, 2w, Gf/\$6, s/SASE, 1981/22.

*@ Scott Hanson, 817 SE 12th Ave., Apt. 202, Minneapolis MN 55414; IRKSOME!, m, Gf \$3/\$5, 1981/12.

* :: Steve Heinowski, 12034 Pyle, Oberlin OH 44074; TER-RAN, 4w, Gf \$3 plus sub 3/\$1, s/20c stamp, ?/?.

*@/ Roy W. Henricks, 128 Deerfield Dr. Pittsburgh PA 15235; ENVOY, m, Gf \$4 (mostly) plus sub/costs, s/?, 1979/34.

* #:: Lu Henry, 6056 Waverly, Dearborn Heights MI 48127; TACKY, m, sub 3/\$1, s/on request, 1981/11.

*@ Bill Highfield, 2012 E. Ridge Rd., Rochester NY 14622; THE MODERN PATRIOT, m, Gf \$7, s/SASE, 1982/none yet.

*@ :: Eric Kane & Brian Lorber, ANDUIN & HELCARAXE, m, Gf \$2 plus Nf \$3 plus sub 10/\$6 or 20/\$11, s/SASE, 1981/10.

*@ :: Dick Martin, 7400 Columbia Ave., #4, College Park MD 20740; RETALIATION, 4-5w, Nf \$8 plus sub 40-80c an issue (inquire), s/50c, 1979/50.

Mark Matuschak, H106 East Campus, Columbia Univ., New York NY 10027; THE BUZZARD'S BREATH, m, Gf varies plus sub 10/\$8, s/50c, 1977/?. (Also * for s/b.)

* Bo McSweeney, 1365 Edgecliffe Dr., #3, Los Angeles CA 90026; THE VORTEX, m, Gf \$5 plus sub 12/\$10, s/\$2, 1982/1.

* # Ralph J. Montonaro, 2 Lookout Rd., Greenville RI 02828; EMPIRES, m, Gf \$10, s/\$2, 1982/2.

* @ D. S. Palter, Box 156, Cedarhurst NY 11516; THE PINK DRAGON, m, no fees, s/on request, 1976/Vol.17 #8.

* Larry Peery, P.O. Box 8416, San Diego CA 92102; XENOGOGIC, m, Gf \$15, 1967/Vol.XV #2.

* # Robert Sacks, 4861 Broadway, 5-V, New York NY 10034; HANSARD, m, Gf \$12, s/?, 1982/(no issue until first game fills)(has been pubbing since 1974).

Mike Scott, 1726 Cypress Cir., La Verne CA 91750; MIKE'S MAG, 5w, Gf \$7-\$8 (usually), s/2-20c stamps, 1980/20.

@ Robert Sergeant, 3242 Lupine Dr., Indianapolis IN 46224; ST. GEORGE & THE DRAGON, m, Gf \$3 plus sub 10/\$5.50, s/55c, 1976/76.

* Don Sigwalt, 125 Hebard St., Rochester NY 14605; HOOF & MOUTH, 4-5w, Gf \$2.50 plus sub 1/45c, s/20c stamp, 1980/25.

* Kevin Slimak, 2861 West Ave., J-4, Lancaster CA 93534; AMERICAN WARGAMER, m, sub \$8/year, s/on request, 1973/117. No press; 3 iss./game-year.

* @ John Strain, 1154 Harbar Dr., N. Ft. Myers FL 33903; NO NAME, 1-4w, Gf \$.50 plus sub 5/\$1, s/25c or long SASE, 1982/?. Also has GM-only games (*).

* Earl Whiskeyman, 27 Mark St., Milford CT 06460; THE GAMER'S 'ZINE, 2w, Gf \$12, s/SASE, 1981/Vol.II #10.

* @ Judy Winsome, 749 21st Ave., Apt. #3, San Francisco CA 94121; WINSOME, LCSESOME, m, sub 1/40c (send \$5 min.), s/on request, 1981/5.

* James Woodson, 222 Sanford Hall, Univ. of Minn., Minneapolis MN 55455, CARADHRAS (subzine to JUST AMONG FRIENDS), Gf \$3 plus sub 12/\$8.40 (send to Al Pearson, Box 898, Charles Town WV 25414), s (of JAF)/70c, 1980/20. Game presently open only to active duty military personnel.

NOTE: HIGHFIELD: Do not send money; inquire first. See NEWS & REVIEWS, J.

MM MORE MARK BERCH

BEFORE YOU LOWER THE BOOM (continued from p. 7)

that arise inadvertantly, when you were just trying to be funny but someone didn't see it that way...but that's another topic.

I must emphasize that most arguments do not fall into any of the above traps, but far too many do. No one (myself included) is immune. And if one of these problems does occur, it is likely the argument will turn much less productive, or hard feelings will result.

Finally, the above is strictly my own opinion. There are those who feel that differences should never be aired in Dipzines, and there are those who feel that a bloody scrap is just fine. But for the rest of you, there are things to remember before you lower the boom.

THE ITALIAN WINS (continued from p. 19)

believe I'll close the analysis here.

At this point, having dragged yourself through all these incredibly dry statistics, you probably figure you're entitled to the revelation of Berch's True Path to Italian Victory. Forget it. I've drawn some conclusions here and there; you've possibly noticed a few other things. This is just a summary of how it's been done, not a blueprint. If there were only one or two paths, playing Italy would be boringly predictable. There are few absolutes here. The path to victory usually goes through Warsaw in British games; it usually does not here. But this should show you the more successful paths. The fact that 85% of the players had Marseilles doesn't mean you have to take Marseilles. But if you're not planning to do so, realize that you are going to find a somewhat unorthodox route to victory. If you want to try to win in alliance with a strong Turkey--fine, be my guest. But don't kid yourself that it will be easy, because it's almost unheard of: a Turkish win is a much more likely circumstance. A win with Italy is the most difficult win of all; but believe me, no other win is more satisfying.

Hobby Services

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It is our policy that our readers should be given information about the hobby services available to them. This is a partial list of services and we urge you to take advantage of them that fill your needs. If you need something not in this listing, and you don't know where to look, drop us an inquiry with BASE (self-addressed stamped envelope) and we'll see what information we can find for you.

OMBUDSMAN SERVICES. An Ombudsman is a disinterested party agreed upon by the parties in a dispute. His job is to consider the problem and work out a solution. Disputes between players and GMs are the most typical sorts referred to various hobby ombudsmen. There is no "official" Hobby Ombudsman, but the closest we come to that is Randolph Smyth, 212 SE Aberdeen St., Medicine Hat, Alberta, CANADA T1A 0R1. He serves as Ombudsman for the CDO (Canadian Diplomacy Organization) and the NADF (North American Diplomacy Federation).

BOARDMAN NUMBER CUSTODIAN. Don Bitter, 910 Hope St., #12A, Stamford CT 06907, is BNC. He assigns Boardman Numbers to new regular postal games in North America and reports statistics on completed games. He publishes this info in EVERYTHING. Subs to EV are on a "cost" basis...send a minimum of \$5 to Don and he will keep the books on your sub. The BNC is also a position which traditionally serves in an Ombudsman capacity when requested. Statistics reported by the BNC are used to compile player rating lists, of which one or two (or more) are usually current in the hobby at any given time.

UNITED STATES ORPHAN SERVICE. If your postal game has been abandoned by the GM, or is being mishandled in such a way that it amounts to abandonment, contact the USOS. They will help with your problem and, if necessary, find a new home for your game. The co-directors of the USOS are: Kathy Byrne, 160-02 43rd Ave. (2nd Floor), Flushing NY 11358 and John Daly, Rt. 2, Box 136-M5, Rockwell CT 06868. In Canada, the CDO Orphan service is run by Andy Lischett, 3025 N. Evelyn Ct., Chicago IL 60618. Any of these individuals might also act as an ombudsman upon request.

MILLER NUMBER CUSTODIAN. This is John Leeder, 605 NW 15th St., Calgary,

Alberta, CANADA T2N 2B1. John assigns Miller Numbers to new variant postal games and reports statistics on completed games. These appear in LORD OF HOSTS. As with EVERYTHING, subscriptions are on a "cost" basis.

HOBBY REPRINT SERVICE. The published literature on Diplomacy is vast. Most of it is out of print. Mark Berch, 492 Naylor Pl., Alexandria VA 22304, publishes DIPLOMACY DIGEST, whose primary purpose is to publish the older, but still valuable or interesting, material and make it available to everyone. Subscriptions are 10/\$3.50. Because of his long experience and wide knowledge, Mark is also on occasion asked to serve as an Ombudsman.

'ZINE DIRECTORY. This virtually complete listing of all Dipzines in the world (as of about January 1982) is available for \$1 from Mike Mills, 47 Mayer Dr., Suffern NY 10901. ZD indicates name/address of the publisher, sub price, general nature of contents, and other info. This is an indispensable guide to the hobby.

N.A.D.F. The North American Diplomacy Federation is a voluntary association of Custodians of hobby services. The main (and almost only) purpose of NADF is to clear up glitches in the hobby services system...mainly, Custodians who give up their jobs but don't provide successors. President is Rod Walker, who is resigning effective 25 July 1982. If you are having problems with a given Custodian doing his/her job, contact Rod, who will pass this on to the new President.

C.D.O. The Canadian Diplomacy Organization is a loose association of postal Diplomacy players in Canada, run primarily by Canada's postal GMs. The purpose of CDO is to provide services where needed by, or unique to, Canadian players. The Coordinator is Ronald J. Brown, R.R. 1, Low, Quebec, CANADA J0X 2C0.

NOVICE SERVICE. If you are new to postal Diplomacy, be sure to get a copy of SUPERNOVA, an excellent collection of articles on the game and on the postal hobby. It is \$1 from Bruce Linsey, 24A Quarry Dr., Albany NY 12205. Even if you're not all that "new", you might find this booklet interesting and informative. For a Dipfan, this is "must" reading.

BACK PAGE

The GENERAL

WHAT??? You don't receive THE GENERAL? TG is Avalon Hill's gaming 'zine, and it's the one way to keep up on all the latest in new games, new ideas, and new thinking on games already out. You will even find some material on Diplomacy (Lew Pulsipher recently contributed some excellent material, for instance). We strongly recommend this fine publication...and its companion, THE ALL-STAR REPLAY, which covers Avalon Hill's wide range of sports gaming. And here, below, is all you need to subscribe:

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SPECIAL ANNOUNCEMENT

Beginning with this issue DIPLOMACY WORLD will pay for articles accepted at a new, increased, rate. Our rate of payment will be a minimum of 1/10-cent per word, to be paid upon publication. Wordage will be computed at 35 words per column inch in typed ms. (that is, about 6 lines an inch; in printed form it's about 7½ lines an inch). Minimum payment for an article will be \$2. Cash payments will be made to subscribers automatically and to others only by special arrangement. Non-subscribers will normally be paid at our previous rate of a contributor's copy of the issue in which their work appears.

We expect our rate of payment to rise as the financial health of D.W. improves. Generally speaking, DW will pay at a higher rate for completely original material than for items which have been previously published (even if in rewritten form). Please note that our guidelines are available for SASE. Note that payment is for the article as finally edited and published, not as submitted and/or accepted.

We are looking for the best thinking and the best writing in the field of Diplomacy, and anyone is welcome to submit to us. We are also looking for good artwork, cartoons, and even fiction and poetry if related to Diplomacy. Good humor is very much needed by us.

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